How to Play CHESS

Learn the Most Effective Chess Openings for Beginners and The Strategies to Strike the Knockout Blow in Any Match. With This Complete Guide, No Game Tactics Will Catch You Off Guard

MAGNUS PERKINS

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Introduction

Chess has existed for quite a long time, and during this time, the most honed personalities and most noteworthy chess players have created hypotheses about the game and openings and imparted them to the world. Therefore, every chess player can get to this important information and improve their game by learning hundreds of years of hypothetical investigation.

You Learn Through Disappointment

Advise yourself that nobody plays wonderful games, not even experts, so we gain from our mix-ups. This gives us power, realizing that we
can gain from our disappointments and transform them into victories. With backbone, with diligence, sincerely, practically anything can be beaten.

Chess Gives You This Chance Every Time You Play

Chess is a board game that has dazzled the interest and enthusiasm of millions of individuals everywhere in the world. Its excellence comes from its characteristic effortlessness and intricacy. Indeed, you read that right. Chess is both straightforward and complex; even situations with a couple of pieces left on the board may include profound plans.

Along these lines, you need to realize how to examine chess positions and distinguish their critical components. The capacity to assess a chess position is significant in the event that you need to improve as a player.

Chess is straightforward because its principles are straightforward. The principal objective of a player is to assault the adversary king and keep it from getting away. To do this, chess players regularly attempt to accomplish a material favorable position. Assaulting the foe lord becomes easier if you have more pieces than your opponent. Then again, Chess is viewed as mind-boggling on the grounds that includes mental computations and genuine readiness.

All in all, a player can't contact any piece during the game except if he will

take an authority action. This standard expects players to figure designs and compute moves without moving the pieces. Players may have genuine readiness in the event that they need to join chess competitions. They need to pick the openings that they will utilize and hone their strategic abilities. It would be incredibly hard to win in chess competitions without adequate planning.

In spite of the fact that Chess can give off an impression of being a scary and confounded game, it is overall, only a game. Anyone can figure out how to play a game, and anyone can turn into a chess player in the event that they approach the correct instruments and procedures (this book, for instance). Take notes while you read and return and study them sometimes. Set aside some effort to apply these procedures consistently and as regularly as possible. Different parts of your life will start to improve because of playing Chess. Did you realize that playing Chess improves cerebrum capacity and memory? Chess additionally expands mindfulness. This can improve your work life (recollecting vital data at gatherings, not failing to remember cutoff times), individual life (recalling birthday events and commemorations), and your general self-assurance and emotional well-being. Chess is likewise known to improve intellectual capacities in learning another language or getting the speed and deftness to play tennis. This may appear hard to accept, yet Chess is an incredible trigger of the cerebrum, and the mind controls everything in the body.

Moreover, two individuals who do not communicate in a similar language can participate in the same chess game. Chess can, without much effort, increase your group of friends by getting you out there and meeting new people.

Take your chess set to the recreation center or a bistro and welcome somebody to play a game with you. You can also join a local area chess club and make some new companions there. In the event that is not an alternative, there are numerous sites where you can play with virtual adversaries at your own time and comfort.

There are no bad reasons to try to turn into a chess player. Playing Chess will improve your life in manners not depicted here. The prospects of what you can do when you animate your psyche are perpetual. Finding fresh

knowledge is never a waste of time. No one can really tell what is around the bend throughout everyday life and what openings or difficulties may come in your direction tomorrow. Figuring out how to play Chess will add to your rundown of abilities and capacities, increment your serious edge, and make you more astute!

CHAPTER 1:

A Brief History of Chess

First off, the ancient Egyptians were likely playing a game that closely resembled today's chess as early as 700 BC. The rules may have passed along from one culture to another, eventually making their way to Europe by way of Persia.

The popularity of chess in Europe grew as it spread to other countries via trade and conquest. The Middle Ages, the period from roughly 1066 to 1485, saw the game's popularity gain steam. The game became so popular by 1066 that a specific set of rules was created to govern it. A new story emerged around this time, too - a story that has survived throughout the ages and is still told today - about a king and his wise advisor who were competing against each other in a chess match. When their game was tied at a stalemate, they agreed upon one final move: Whoever first captured the opposing king would be declared the winner.

By the end of the century, the use of algebraic notation became popular. During this time, too, the Queen became a more powerful chess piece. Before this point, she was known as a "Lady" and could only move one square in any direction. She became queen-like in her power in around 1200.

Today, players are familiar with chess rules such as castling, checkmates, and stalemates, but during medieval times, these rules were not written down or understood with certainty. In fact, players were required to verbally announce their moves to other players.

Later on, the Italian game flourished in Europe. Its popularity increased and the Italians took chess with them all over the world, including places such as Spain and Portugal. These countries remain to be chess powerhouses even today.

By 1500, Spanish writer Luis Ramirez de Lucena wrote down the rules of chess in a book titled "Repetición de Amores y Arnes" (Replay of Love and

Violence). This marked the first time that written rules were used to govern a game of chess, and it helped to clarify some of the confusion that had arisen since medieval times.

While the Italian game remained popular, the Spanish variation was eventually adopted by FIDE (Federation International des Echecs), which is an international governing body for chess competitions. By 1924, it was recognized as the "official" version of chess and has remained so ever since.

Chess historians follow the source of chess back to antiquated India. They trust it started as a game of dice called the chaturanga in the 6th century AD. "Chaturanga" is a Sanskrit word that signifies "the four parts of the military."

At that point, the pieces were known as elephants, chariots, ponies, and infantry. It's not that complex to figure out where the game acquired its language. Antiquated Indians utilized chariots and ponies in war. A short perusing of the Mahabharata will persuade you regarding this reality.

Since the chaturanga was played with dice, it was a game of possibility. Again, in the Mahabharata, you can discover depictions of stories, including the game of dice. The chaturanga moved to Persia where its name was the chatrang.

The Arabs attacked Persia in the seventh century. Accordingly, the Arabs established their convictions and thoughts in their new domain. They renamed the chatrang into the shatranj and they acquainted this game with the Arab world.

A long time later, in the 10th century, the game appeared in Europe. At that point, only the privileged had the possibility to play the game.

Just in the Middle Ages the game became open to everybody. In the sixteenth and seventeenth centuries, chess advanced broadly. For instance, the queen expected the most remarkable job on the chessboard. Additionally, pawns were allowed the option to propel two squares on their first moves.

That is not all. The "en passant" rule advanced into the game, just as the castling move. In the beginning phases of chess in Europe, the Spanish overwhelmed until the Italians supplanted them. Thusly, the French and the English turned out to be better chess players across the entirety of Europe.

Around the eighteenth and nineteenth centuries, chess discovered kindness among average folks. Before long, the game got mainstream in schools. In 1924, the Federation Internationale des Echecs was framed to sort out chess.

At last, more guidelines entered the game and made it into what we know today.

CHAPTER 2:

How to Play Chess

Chess is played on a board, which is divided into 64 squares of alternating color (light and dark). Put aside a few minutes so you can learn how this game works before trying your hand at it. The goal is to take control of your opponent's king and return it to your own side of the board ("mate.") The way to do this is either by controlling all of your opponent's pieces or through checkmate, which is when you make your opponent's king unable to move.

The Fundamentals

You must first ensure that the light-colored square is situated in the lower right corner of the players. You don’t want to play on the wrong side of the board. After which, set up your pieces in the following manner:

1. Make sure you have 16 pieces complete, all having the same color.
2. Position all of your eight Pawns on the second row in front of you.
3. Next, position each Rook on both corners on your side of the chessboard.
4. Place one Knight beside each Rook and then place a Bishop next to it.
5. Then, position the Queen in one of the two remaining spaces. If your piece is light-colored, place it on the light-colored square. If it is dark-colored, then place it on the dark-colored square as well.
6. Lastly, place the King on the last space remaining. Try to check if the opposite side has a similar arrangement as yours with the Kings and Queens opposite to each other.

When everything on your board is in place, the game is ready to start. In playing chess, one must also remember the following things:

1. The player with the light-colored pieces makes the first move.

   They can pick any piece that is allowed for movement, Pawns, and Knight. The players take turns in playing and it is not allowed to make two successive movements at any point of the game.

2. Depending on the strategy you want to use, try to position your pieces to their most useful posts. You want your pieces to be in safe and good squares in order to avoid having more pieces captured than the opponent does.
3. You should make each move using only one hand.

   Also, remember that you cannot move two pieces at a time except in the special move called castling.

4. In this game, there is the so-called touch-move rule, which states that you should move the piece you have already touched unless it places the King in a check. This is a basic rule in chess that is why it applies to every game, except if the players agreed beforehand not to adhere to it. In addition to this, if you touch an opponent's piece, you must capture it if possible. If it is not, then the game continues as if it has not been touched.
5. However, if you want to adjust or align your pieces properly, you can do so without committing a touch-move by saying in advance that you are going to move a piece. Notify your opponent first -so that you will not encounter any conflicts during the game.
6. The purpose of the game is to capture the King at the end of it all. All your strategies and movements must lead towards this goal. To emphasize it again, the King must be protected at all times because once you lose it before your opponent does, then you lose your game.
7. When moving your other pieces, try to keep track of whether each move will put your King to risk. Also, look at your opponent's every move. Do not become too relaxed at any point of the game so that you can detect threats and possible attacks by the opponent.
8. During the whole duration of the game, try as much as possible to think a step or two in advance. If you move one piece, try to think about what happens after. Does it expose the other pieces, or does it

go into a position where you can play offense or defense? It is important to plot your movements with tact, proper timing, and strategy in order to increase your chances of winning the game.

Take time to prepare your every movement to avoid mistakes and miscalculations.

9. You have to conduct the game with the utmost respect for the opponent. A player must not do things that will annoy or distract the opponent. It is important to maintain an honest and fair game.

If you manage to take down your opponent's King, you've won the game! You'll need to take other pieces off the board as the game progresses in order to acquire an advantage over the other team. A piece moves and replaces the square it occupies in order to capture an opponent. The piece is then removed from the chessboard after having been captured.

How to Setup the Chess Board

The chessboard is set out toward the beginning of the game with the end goal that every player possesses the white (or light) shading square on the lower right-hand side. Each time, the chess pieces are then orchestrated in a similar way. The subsequent line (or rank) is filled with the pawns. The rooks are in the corners, trailed by the knights close to them, trailed by the bishops, and in the end by the queen, who actually has a differentiating shade (white queen in white, dark queen in dark), and the king in the square that remains.

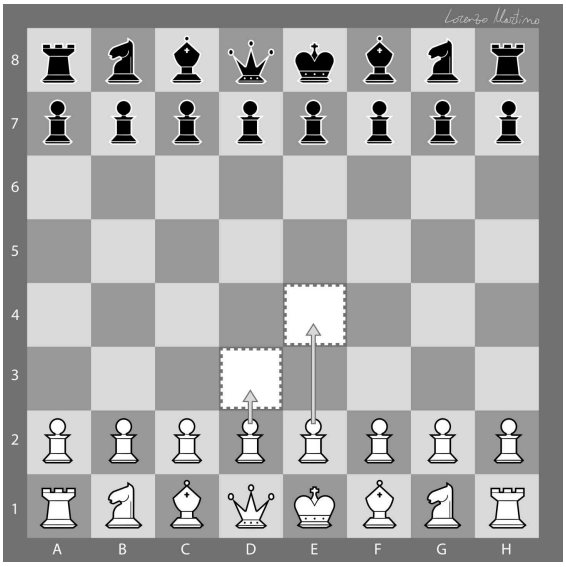
How the Pieces Move

The Pawn’s Movement

The pawn is the lone piece that does not move in reverse on the chessboard.

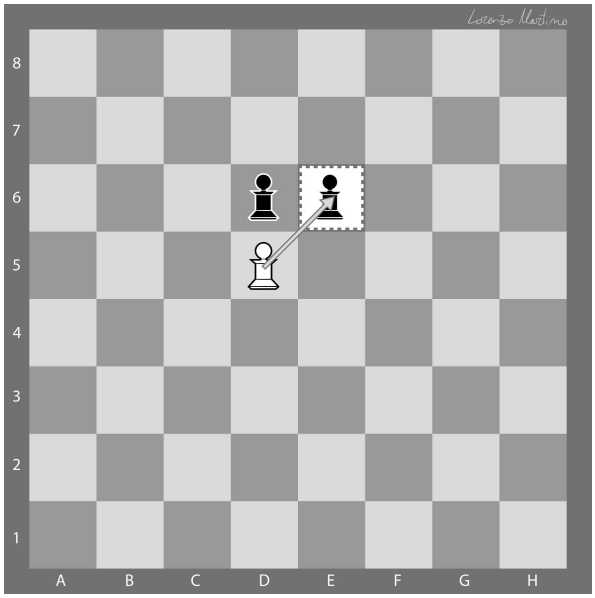
It is additionally the lone piece that can't be moved by a multiple number of squares thorough the entire game. Each pawn can be moved up to two squares if it is its first move.

When the pawn moves, you can just move one square of the pawn after that.



Another distinction is that a pawn cannot catch a piece directly in front of it, it can catch pieces only by moving diagonally. So, you can diagonally move the pawn if you have to catch a piece. Otherwise, pawn can only move forward.

Next, you can see that the d5 pawn can't take the d6 pawn (found straightforwardly before it). All things considered, taking the pawn on e6 is the lone pass the pawn can make.



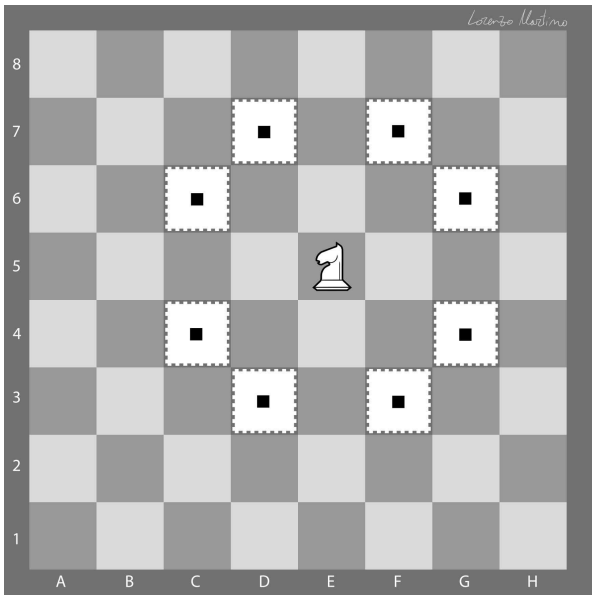
The Knight's Movement

Because no other piece can hop across the board, only the knight has this

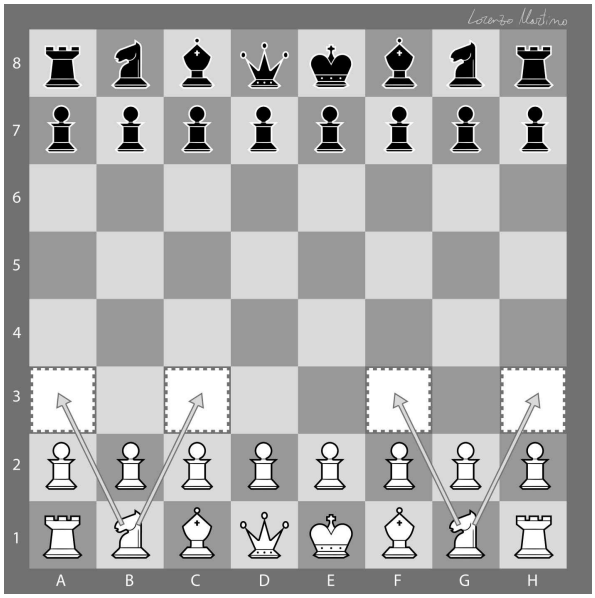
ability.

The knight has a decisive advantage over the queen in that sense yet controls fewer absolute squares than the queen does. It is not difficult to consider the knight's development an L. You can consider it a way to deal with two-one or one-two.

This proposes that the knight can climb/down/sideways two squares followed by one square to frame an L, or it can climb/down/sideways one square followed by two squares to make an L.
Take a look at the ex. below to see the expected squares to which a knight can go.

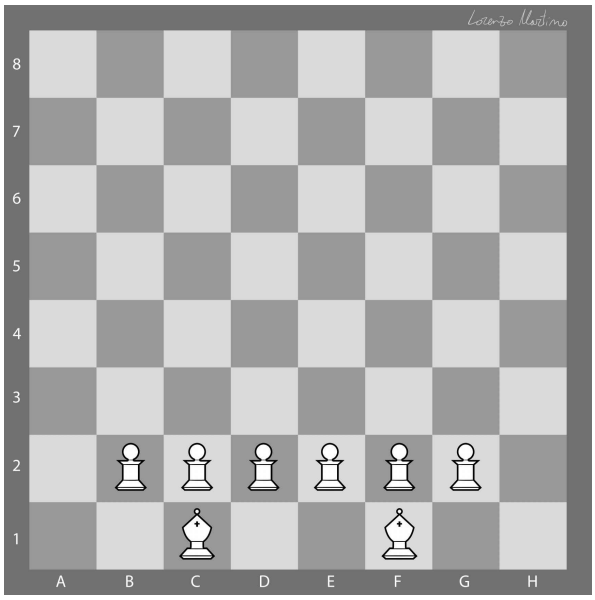


Since the knight can jump over the other pieces, it is the only piece behind the pawn line that can be moved at the start of the game.



The Bishop's Movement

Without hopping over another piece, the bishop can move however many squares as he might want, corner to corner. You can see notations, for example, Be4 when a bishop moves. The B addresses the bishop and the square is making a beeline for is addressed by e4. It would be composed as Bxe4 if the bishop were to snatch data on e4. Bishops are obstructed by pawns toward the start of the game, so you regularly move your pawns from the get-go.



This opens the path for the bishops to participate in the game. The entirety of

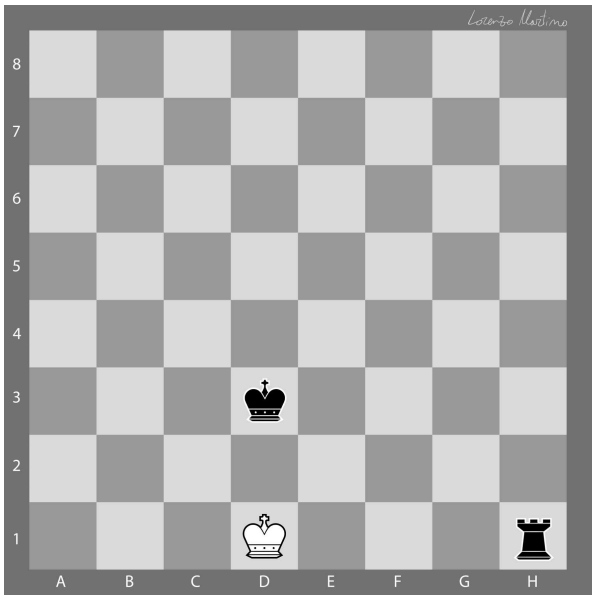
the key pieces you will use in the early game to assault your adversary will be the Bishops.

The Rook's Movement

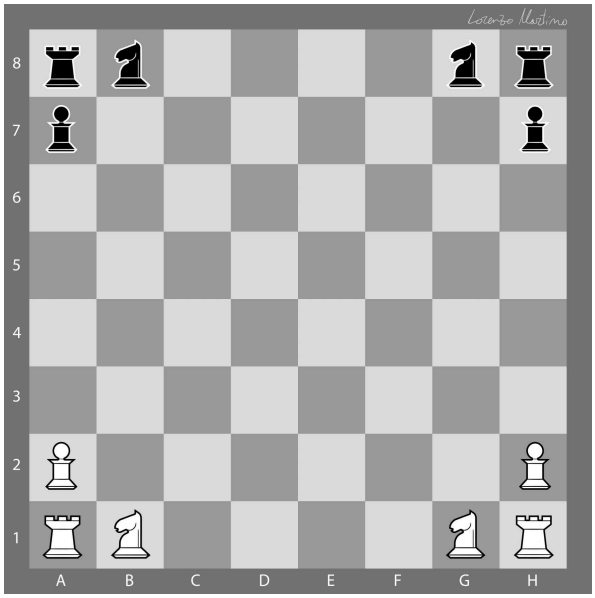
Each number of squares can be climbed, down, and around by the rook. It can't jump over things, since it can't move toward the start of the game.

A pawn and a knight toward the start of the game encircle the rook.

One blunder that novices make is that in the game they never release the rook.



From the get-go in the game, the rook barely gets included, yet you need to figure out how to utilize the rook later in the game else you may have missed out on the best pieces that add to the game.

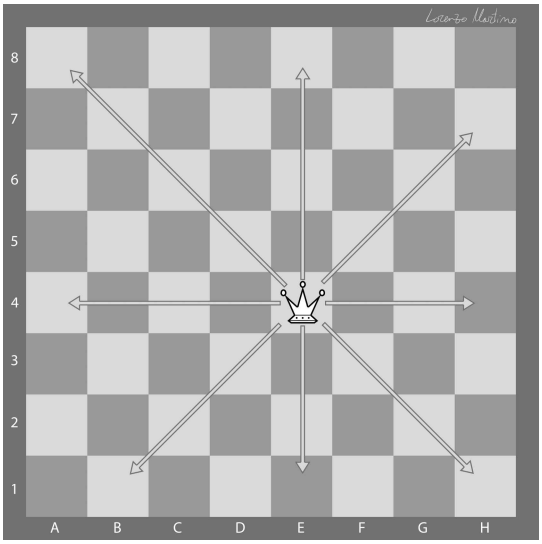


You'll see a notation, for example, Re4 when a rook moves. The R implies that a rook is going and the e4 addresses the situation to which the rook is moving.

The notation will be Rxe4 if the rook catches content on the square of e4.

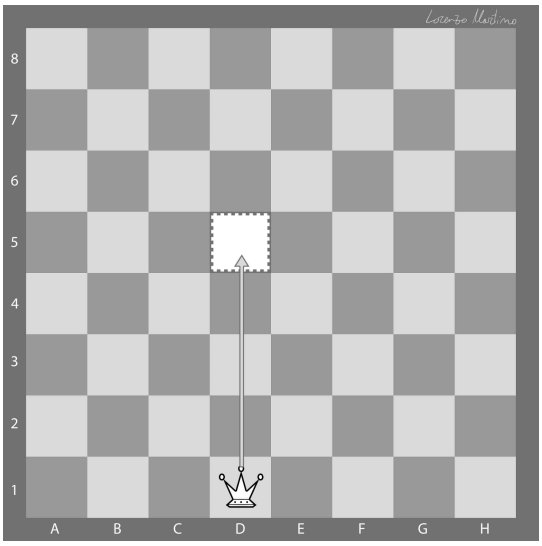
The Queen's Movement

The Queen fuses the movements of the rook and the bishop. It can move in a corner-to-corner course, or go as numerous squares up down and sideways without jumping over another piece.



You can typically consider being as Qh4 when a queen moves. The Q

addresses the Queen and the square to which the Queen is going addresses h4. In the event that the Queen was to snatch material on h4, at that point Qxh4 would be noted.

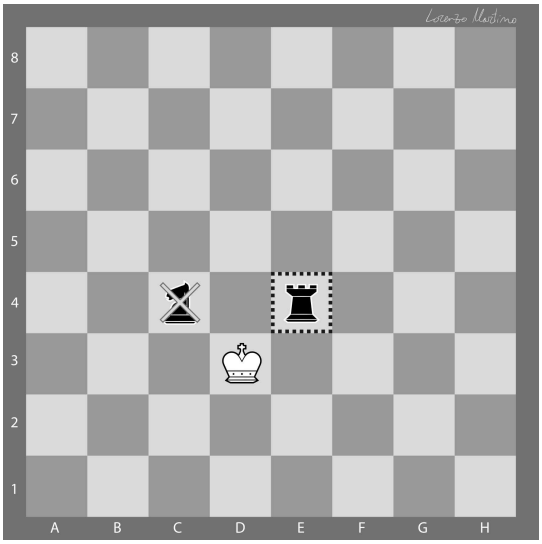


For the most part, you would prefer not to switch your queen too early toward the start of a chess game. Your pawns, bishops, and knights will be ensured by it.The queen will start to get included somewhat more and play more offense as you enter the center game (15 or so moves in the game).

The King's Movement

The king can be moved in any direction, but cannot jump over other pieces. Therefore, since at the beginning of the game the king is surrounded by the other pieces, he cannot move. You'll see something like Ke5 as a king ventures into a square. The K addresses the King and the square it is going to is addressed by e5. In the event that there is a piece on e5 that is gotten by the King, at that point you can see the composed notation Kxe5. The x shows that it got a piece.

When running, the one burden the King has is that it does not move to a square that is being focused on by the bits of a foe.



Above, you can see that the King can take the rook on e4 when another piece does not ensure the rook. Anyway, the King cannot take the knight on b4 since the rook is protecting that square.

The Value of Pieces

A player can have an idea of the advantage that he has over his opponent based on their point differences.

In this game, each piece has a numerical value given to it, and players receive points for the pieces they capture.

The point values are as follows:

- Pawn = 1 point
- Bishop and Knight = 3 points
- Rook = 5 points
- Queen = 9 points

The King has no assigned value since it cannot be captured. These point values are directly proportional to the contribution of the pieces to the game. For example, since the queen has more liberty when it comes to its moves, it has a higher value compared to other pieces that have some form of limitations.

To apply this concept, let’s say that you can capture your opponent’s bishop

while he is able to capture your knight. Since both pieces have a value of 3 points, the game is not yet in any player's favor. However, if you can capture the opponent's rook but he can only get a bishop, it can be seen that you now have an advantage when looking at the points of each captured piece.

Think of these point values as the power level of each side. As the game goes on, the goal is to significantly decrease the power level of your opponent and ensure that yours is higher. This also implies that in order to analyze the game carefully, they simply need to look at how many points are remaining for them and their opponent.

CHAPTER 3:

Basic Opening Principles

Chess is a game that has been enjoyed by millions for decades, but simply playing the game isn't enough. If you want to improve at chess, there are some basic opening principles you should know about.

- **Understanding the Opening Principles**

  In order to understand chess principles and meanings, you need to understand a little bit about the game of chess itself. The objective of the game is checkmating your opponent's king; however, this can only happen when you have your opponent's king in a position where it's unable to move away from your checkmate threats.

  The game is a balance of attack and defense. The player that attacks the weakest point of the opponent is more likely to win the game. In order to do this, you need to choose the right opening moves for your particular situation, otherwise, you'll find yourself in a bad position and your opponent will get a lot of attacking chances.

- **Opening Principles**

  There are different chess principles that you can use when choosing your opening moves, but we'll focus on just two: prophylaxis and piece development. Both of these principles are related to getting your pieces out onto the board and developing them where they will be useful.

- **Prophylaxis**

  It means making sure that your opponent's assault pieces are under control, this allows you to avoid their attacks. As a chess player, you must always be aware of your opponent's threats. If he has a bishop that is sitting on an open file, then it will have more opportunities to

attack than one that is blocked in by other pieces. Therefore, prophylaxis involves keeping some of your own pieces behind your more valuable ones to protect them from potential attacks.

The classic example of prophylaxis is about the queen. The queen can be used to attack and protect in the same move. By placing your queen in front of your rook, you have protected it from potential attacks. Without having to move a second piece, you have protected both pieces. This is an example of prophylaxis at work and is something that all chess players should learn to do because it can be used as a defensive and offensive technique whenever there is danger on the board.

- **Pieces Development**

  This principle refers to getting your pieces out onto un-attacked squares where they can become very powerful. If you move your pieces out onto the wing where they are impacted by other pieces, then they won't be able to attack or defend very well. There are openings in which you can sacrifice a few of your pieces for positional advantage, but it is still best to keep your pieces protected until you need them.

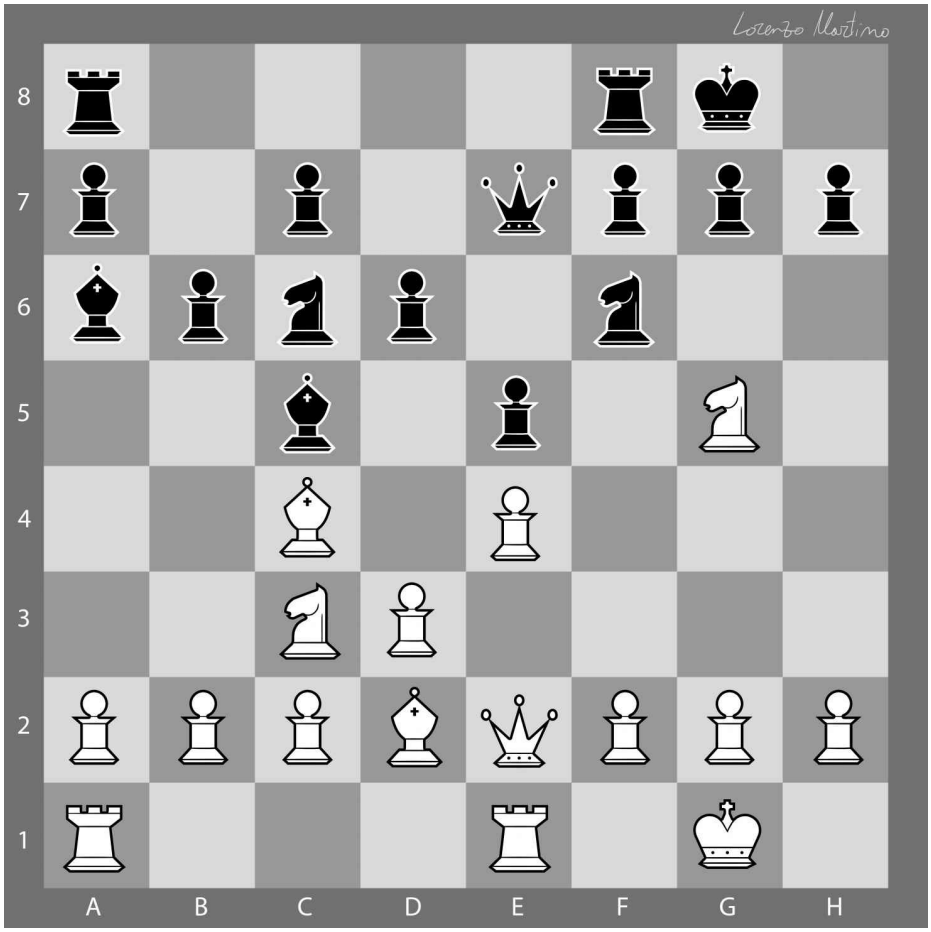
  Another important aspect of having developed pieces is getting your pawns out into the middle of the board. It is much easier to use your pawns as part of an attack when there aren't other pieces on the same file blocking it from moving forward. This is because, unlike knights and bishops, your pawns are not able to move sideways; they can only move forward. If they are blocked by another piece in front of them, they won't be able to participate in your attack.

  Chess revolves around the use of Queens, Rooks, Bishops, Knights, and Pawns to get the checkmate of the opponent's King. Once a player's Queen has been taken, any other piece becomes meaningless in that player's strategy.

Controlling the Center

The center is made of the four focal squares of the chessboard. That is d4, d5,

e4, and e5. It is an essential region that we should attempt to control.



Developing Quickly

Developing quickly implies moving however many minor and significant pieces forward as would be prudent in the briefest conceivable time. This guarantees more noteworthy control of the center.

Castle Quickly

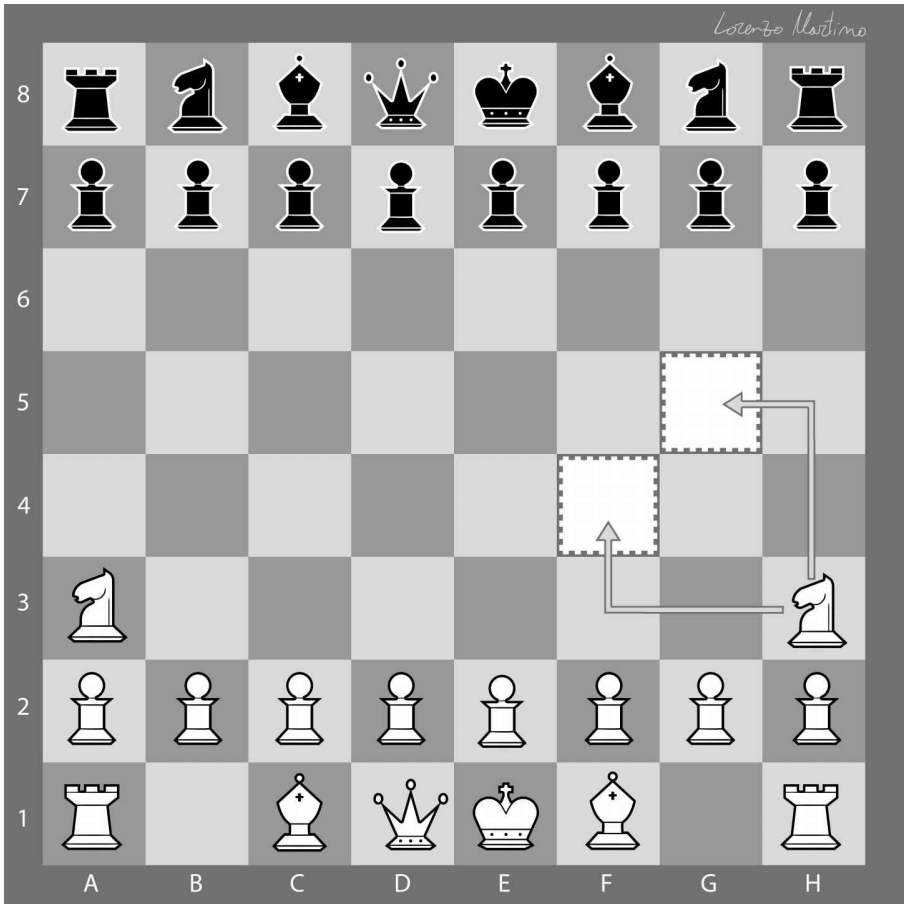
Castling quickly permits you to protect the King and quickly activate your Rook. Besides, if you need to castle almost immediately, you'll need to build up a Bishop and Knight on the kingside quickly.

Develop Knights towards the Center

Another significant perspective to remember is how to develop Knights. At

its maximum capacity, a Knight can assault up to 8 squares.

However, if you need to develop it along the side (a3 or h3 for white, a6 or h6 for dark), his offensive and defensive potential are lowered due to his reduced range of movement. In addition, he will require another move to bring him back to the center, where he can express his full potential again.



A Useful Tip

Perhaps the best snares against fledglings is the Scholar's Mate.

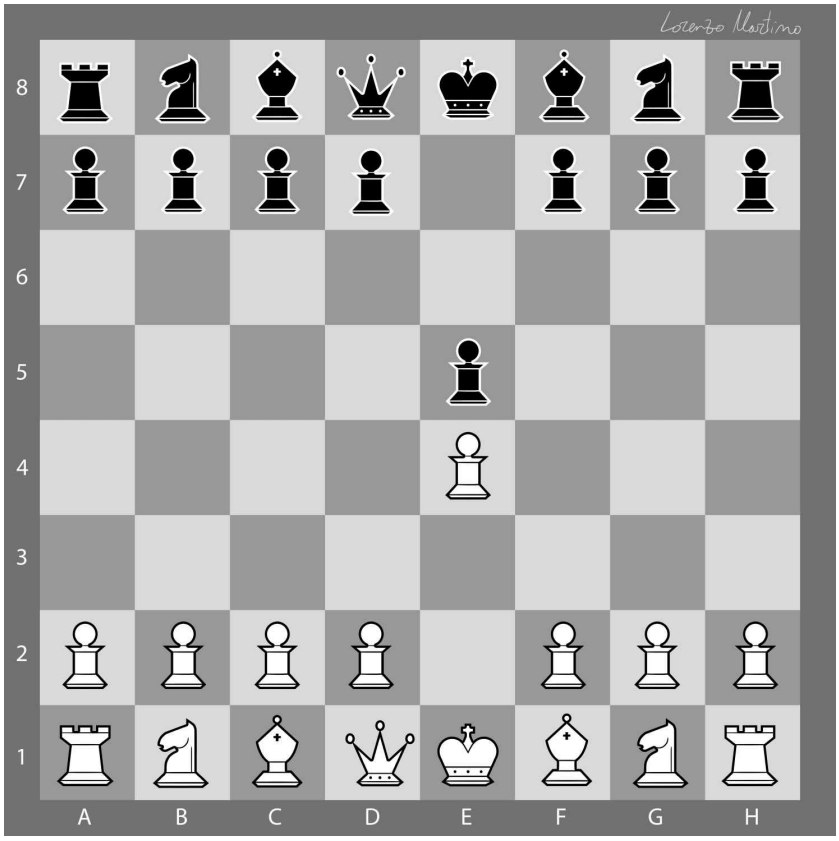
This is a genuinely straightforward opening snare to spot, however, it can astound players not yet used to perusing the game and foreseeing future moves.

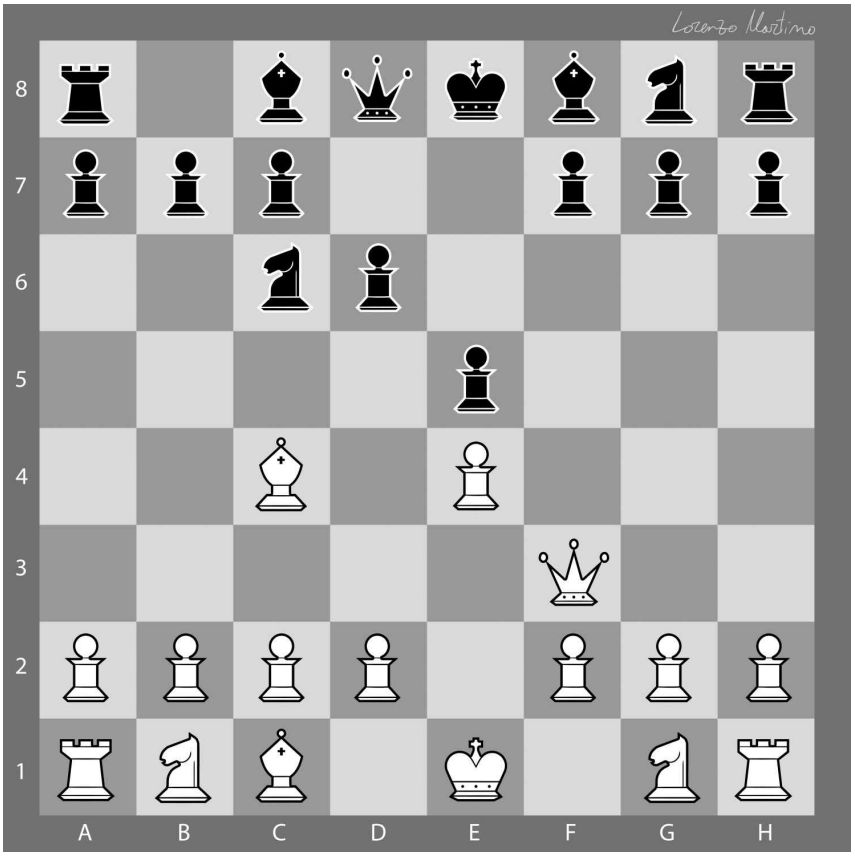
In the event that you previously played a couple of games, maybe, you may have just cut your teeth on it.

If you have been saved up until now, this section will assist you with staying away from this horrendous experience.

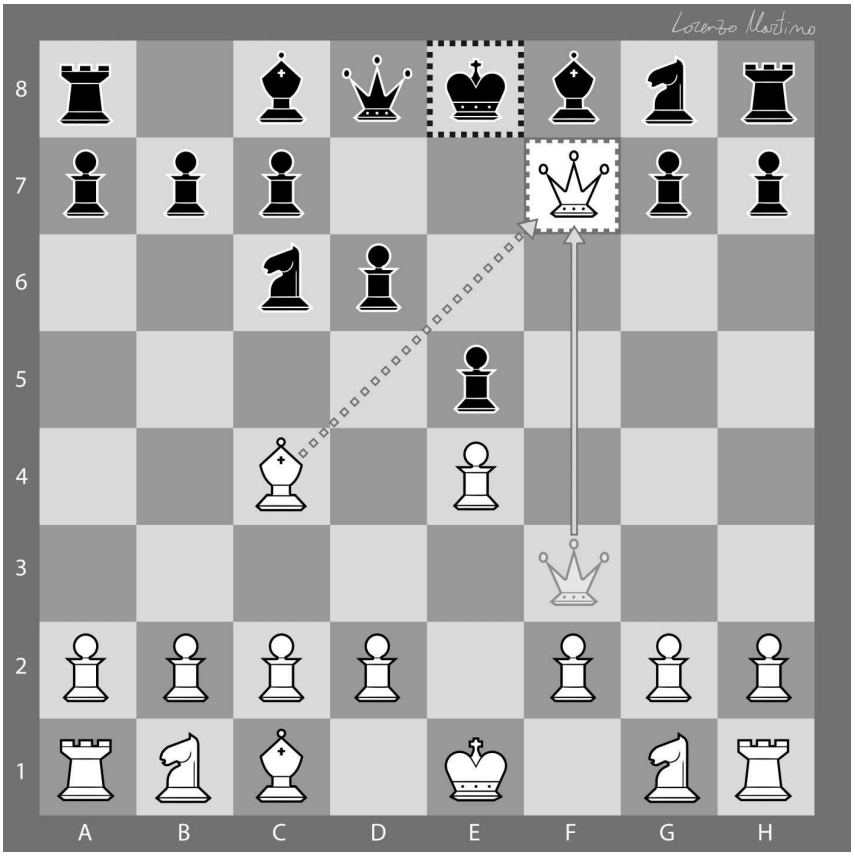
The researcher's mate is normally played by White, who opens with King's Pawn to e3 or e4. This opens up the field for the Queen and Bishop, which are fundamental to quickly assault the f7 square.

This is the most vulnerable square for dark, as it is just defended by the King.





Black, if it is a beginner, normally unconscious of what is coming, focuses on his own turn of events and moves pieces without trying to secure f7.



So, in 2 moves, White figures out how to build up the Bishop to c4, consequently compromising f7, and the Queen to f3 or h5, likewise undermining f7. Now, beginners regularly move Knight to f6, attacking the Queen, yet this move neglects to secure f7.

White to move: Qf7# (Queen to f7: checkmate).

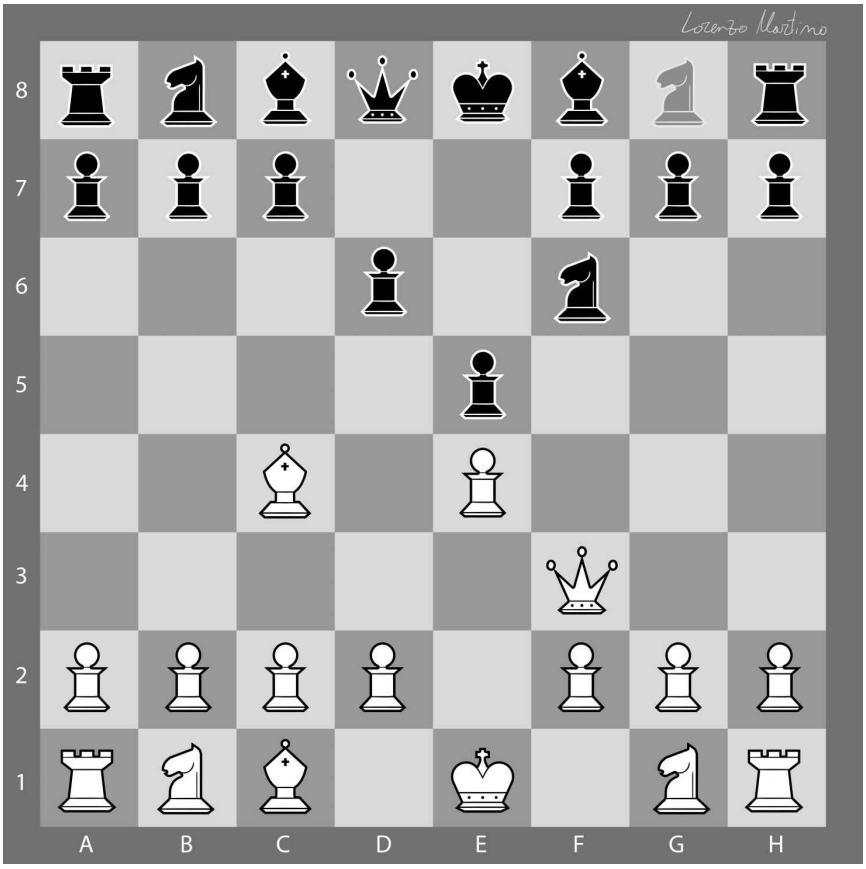
King can't get away, nor catch the Queen since she is ensured by the bishop.

Fine! Presently you realize how to convey the Scholar's Mate!

Nevertheless, have you sorted out some way to defend yourself from it?

When you understand that your rival intends to play the Scholar's Mate against you, blocking it is genuinely basic.

In the event that Queen goes to f3, you'll simply need to go f6 (Pawn to f6) or Nf6 (Knight to f6).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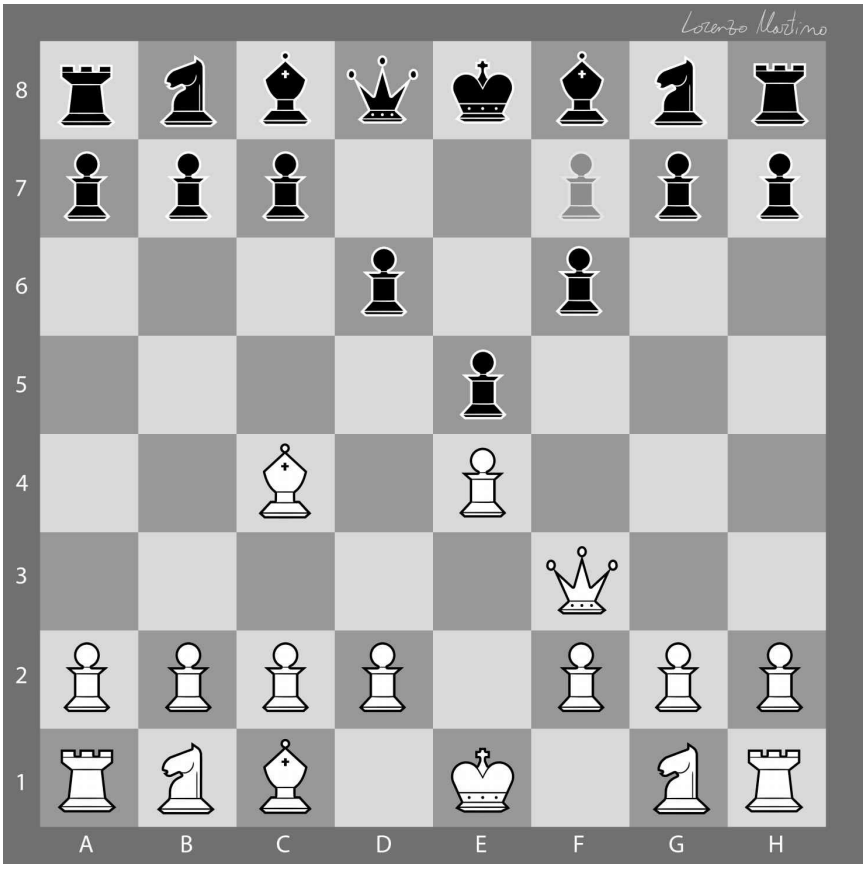
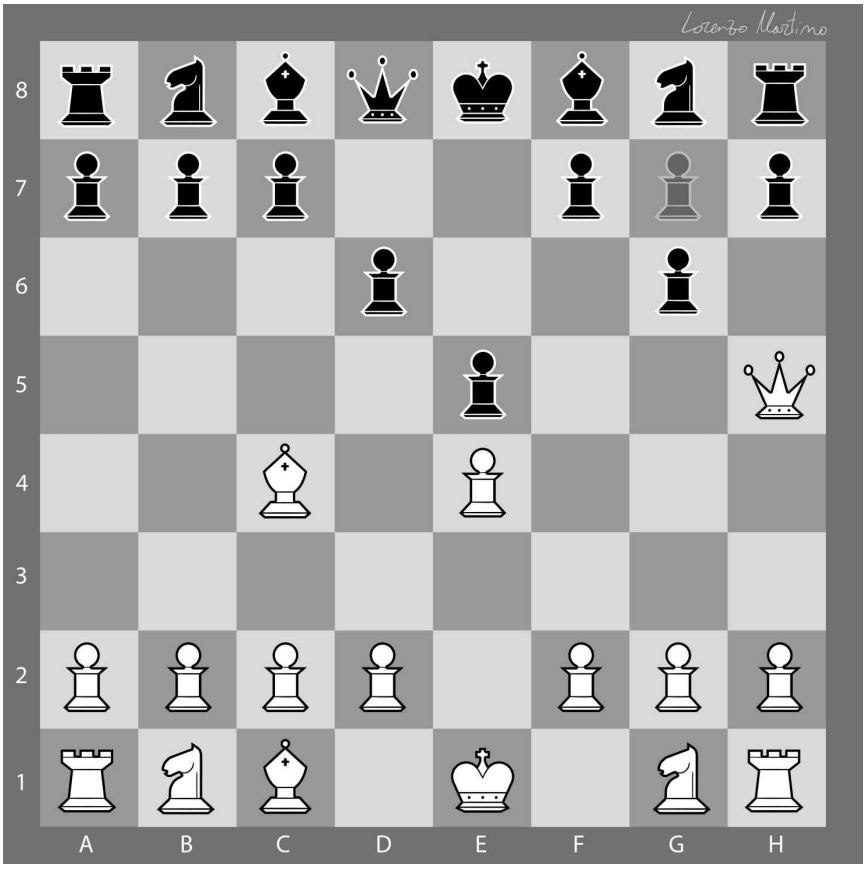


On the off chance that the Queen goes h5 all things considered, you'll simply have to go g6 (Pawn to g6).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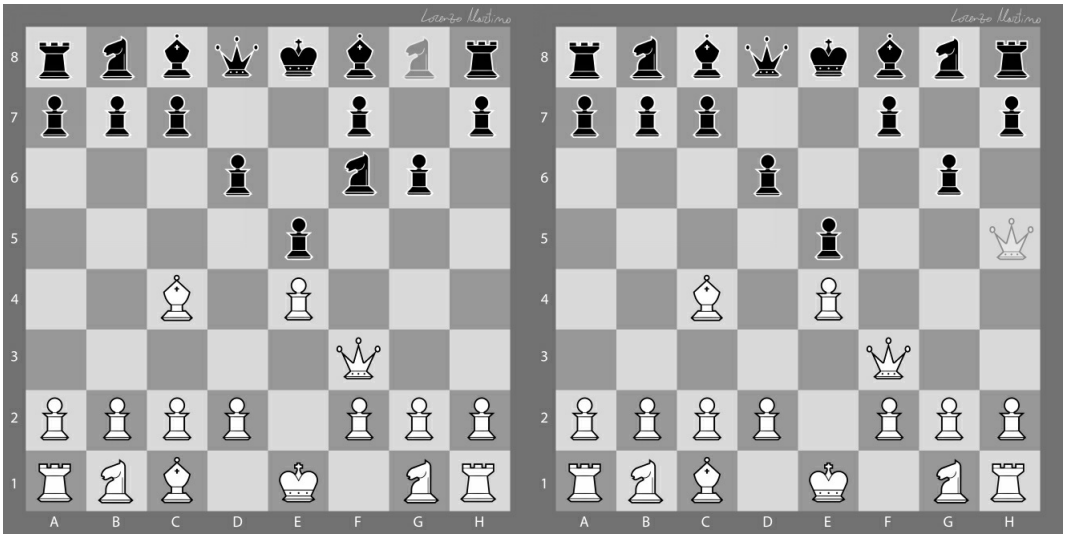
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Now, White might be enticed to play Qf3. If so, here we go once more: Nf6, and the danger is finished.

Nf6 is desirable over Pawn to f6. Additionally, Nf6 likewise builds up a minor piece; in this manner, you gain strength.

For openings of playing chess, it is important to remember that if you control the center of a board with your Queen then you are more likely to have an advantage in the game because this allows you to control 12 squares out of 36 instead of 8 out of 36 squares, which are located around the outside edge. Pawns can only control 2 out of 36 squares and are therefore more vulnerable to capture. Because of this vulnerability, it is important to keep your Pawns protected for as long as possible so their vulnerability does not prevent the advancement of your other pieces.

In order to win a game, you must keep an eye on how you can control the center and protect your Pawns while keeping up with your opponent's strategy. It is also important to recognize checkmate moves because they can occur in the blink of an eye. A game that starts out easy and ends up hopelessly lost is not a good use of your time or energy.

This is an example of how to win a game:

During the opening, keep moving towards the center by using all the pieces available, sending Pawns forward, keeping Bishops on their diagonals, moving Knights backward and forwards, and using your Rooks to control the center while protecting Pawns from being captured. Once you have control of the center, it is important to keep moving forward and remember to protect your Pawns by placing other pieces in front of them.

A player's worst error is allowing their Queen to be taken, which will limit their control of the board and offer their opponent a chance to win. Another mistake is allowing another player's Pawns to move forward because this will give him a better chance of developing an attack.

The successful mindset in playing chess is to remember that the object of the game is to get a checkmate. Because of this, it is important not to get frustrated by losing pieces too quickly. Just take every game one-step at a time and don't become anxious or nervous because this will decrease your chance of winning.

CHAPTER 4:

Four Effective Opening Strategies for Beginners

A chess opening, or literally, an opening, refers to the initial moves of a chess game. The word can apply to the initial moves on either side, White or Black, but it is also possible to refer to Black's opening as a defense. This is the phase of the game where the pieces are moved from their starting positions to more active positions, so that they can have a greater impact on the game. During this phase, we will hardly have the opportunity to make all the moves we want, because it is likely that our opponent will prevent us. This is why it is essential to consider the specific characteristics of our position. There are several rules, however, that can help us achieve a great middlegame position. This is the phase of the game that follows the opening. In this section, we'll go over some of the "does and don'ts" of chess opening strategy so that you can improve your chances of winning.

The opening begins with the first turn of the game when White makes the first move. While there is no simple universal line marking the end of the opening process, by the time, either or both players have cast and joined their two rooks, it is commonly assumed to be over.

That's where the game shifts to the middlegame.

As it determines the pace and the course the game is going to take, the opening is a critical stage in any chess game. A strong opener does not guarantee success, but it places a player in a position to have a smoother middle and final stage of the game. A bad opening, on the other hand, is inherently counterproductive to a player and will always result in loss. If you play white or black, the following tactics will help you make sure you play satisfactory openings.

The Fight for the Center

During a chess game, the center of the board is the safest position to claim dominance. For various factors, placing the positions of pieces in the middle of the board offers offensive and defensive benefits to a player over his opponent. This because, when they are in the middle, certain chess pieces can normally hit and control more squares than they can on the sides.

The middle (typically defined as the four squares d4, e4, d5, and e5) should be a major factor in our chess opening strategy. This is because nearly every piece of chess is at its best on one of these squares. For instance, a knight on d5 controls 8 squares (e7, f6, f4, e3, c3, b4, b6, and c7), while a knight on a1 controls only 2. In our game, the more squares that control our pieces, the more help they will have. Although it might take several moves before our pieces hit one of these central squares, you must start fighting for their control from the first move! Our enemy still needs to take the middle, and it is just as important to keep them out as it has to get us there.

How can we conquer the center? We can choose for 1.Nf3, d4, and e5 power and play something. On the other hand, we can make a pawn move of 1.e4, occupying one of the center squares keeping under control d5. While 1.Nf3 is a good move, the central pawn pushes for 1.d4 and 1.e4 is more common.

It is necessary, for this purpose, to position them in the center of the board while developing pieces. This way, on both the player's side of the board and the opponent's side of the board, pieces will control more squares.

Consequently, despite being able to engage in the defensive effort, they are best placed to contribute to the offensive.

Indeed, in chess, defense is key. Facilitating defense against the attack of an opponent is another strong excuse to attempt to control the middle. It's quicker to strike in the middle of the board which takes less time than attacking the board's edges (flanks). In other words, a player makes it difficult for his opponent to strike from the center by having pieces put in the middle of the board, making it easier to shield his pieces.

It is also possible to gain control of the center by putting pawns in the middle

of the piece. For this cause, pressing the king's pawn (e2 for white, e7 for black) and the queen's pawn is advised when starting a game (d2 for white and d7 for black). Using pawns in the center allows a player in the center of the board to manage even more squares. It also allows a player the option of closing the middle, which is a perfect way to avoid an attack by the opponent in the center.

Opening Lines

At the beginning of the game, nearly all of our pieces are stuck behind pawns. In order to jump free and enter the game, only the agile knights are able to. That is why it is important to open the lines for our other items. With movement 1.e4, we open the f1-a6 diagonal for the bishop and the d1-h5 diagonal for the queen (advancing the pawn in front of the king 2 squares).

We have: occupied a central square (e4), kept under control another square (d5), and prepared, with one move, to build 2 of our pieces (Bishop and Queen).

Keep Pawn Moves to a Minimum

We need to make a few pawn motions in the opening in order to trigger our other pieces, but that doesn't mean we can go on an insane pawn-pushing hunt to create space! Our pieces are much stronger than our pawns, so we can concentrate our attention on passing them to active positions. While our pieces remain at home, there is no point in all our pawns being advanced, unable to participate in the fight.

There is another explanation for hanging back on the pawn's motions: pawns should not move backward. If you put a piece on a square that proves ineffective, you can still move it around. You can't do that with pawns, so we have to be very careful not to make a move that irreversibly weakens our position.

The pawns are very solid in their initial squares. They rest side-by-side and are shielded by all the squares in front of them. One pawn can advance if one is attacked and its neighbor can protect it. Be so adventurous, though, and it will quickly find itself isolated, outnumbered, and captured.

Pawns also form a defensive wall, especially in front of the king. It is easy for the opponent to sneak in and start attacking behind the pawns, pushing too many pawns too soon.

Knights before Bishops

So far, our chess opening system consists of opening lines, holding the center, and not making too many pawn moves. However, which bits do we switch first?

Emanuel Lasker, the 2nd World Chess Champion, famously believed that we should grow our knights before the bishops. Right, it is too dangerous for the King to start crawling around the board while our opponent already has a lot of firepowers to hunt him down. It's much better to tuck him away safely before things calm down. Moreover, while the Queen is the best piece, we should not put her in the action too early, either. Our opponent will have the chance to pull forward and touch a piece, forcing us to move so that our opponent will make another move. While we keep moving our Queen to safety, their condition is improving.

Finally, rooks need open files, and files are rarely opened early on in order to be the most effective. If you put a rook outside in a closed position, it can be trapped very easily.

There are a few reasons why our knights should grow up before bishops (none of these 'rules' are usually set in stone). They can keep under control more central squares more easily. Compare Nf3, which controls d4 and e5, with a move like Bc4 that only affects d5.

Secondly, knights will put pressure on the core while keeping themselves secure. A knight on f3 is defended by the g2 pawn; the bishop on c4 is open to attack.

An advantage in using Bishops is controlling a number of squares from their starting position, provided that one of the central Pawns has been moved to make it.

Indeed, Bishops are long-range pieces, while Knights need to get closer to the

action in order to be part of the game.

CHAPTER 5:

The 7 Middlegame Most Important Principles and Winning Position in the Middlegame

The middlegame is the most important phase of a chess game, and a winning position in the middlegame is not just something you want, it is something you need. You need to win in the middlegame because any errors made in this part of the game will carry over into the endgame and eventually lose you the match.

The 7 most important principles for winning chess middlegames are:

- Simplify. Maximize your control of the center, and minimize your opponent's. Extend your pawns, create passed pawns, and control the long diagonals. Make it as difficult as possible for your opponent to make a counterattack. Give yourself as many options for play as possible, increasing your chances of an advantageous combination. Remove enemy pieces from the board. Cut off enemy counterplay. Clear and prepare the pawn break.
- Control the center by placing your pieces on strong, central squares, opening up lines in one or both flanks to gain control of them as well. Use your pieces to keep control of the center as long as possible. If you can extend and advance your pawns look to create passed pawns whenever possible; if you already have a passed pawn, then try not to let it be blockaded — remove enemy pawns from its path or attack them so that they can't sit there forever blocking your passed pawn's attacks.
- Control the long diagonals. After you control the center, look to control the long diagonals. The long diagonal is a direction where your opponent's pieces are placed somewhat far away from each other, so with active and coordinated play, you can threaten many

different squares. Use your rooks to open up lines on the flanks and use your knight(s) to give support to your rooks and attack from another side.

- Create passed pawns whenever possible, for example by sacrificing one or more pieces or pawns for them. Then try to get them safely past enemy lines of defense and into your opponent's position, so that they become a source of future counterplay.
- Attack your opponent's king, and do this as early in the game as possible. Having a strong attack going on is something you want to have in every game, even if the position is an unclear opening phase. The sooner you begin to attack the king, the better chances you have of winning that game.
- Get your pieces out and onto active posts so that they are not being blocked, especially on the first move of a game when it is crucial to keep your options open. If you don't need a specific piece try to get it out as soon as possible by placing it on any vacant square that gives it activity (for example place your queen on d5 instead of e5).
- Do not move the same piece twice. This is something that many players do, so it is worth pointing out and keeping in mind. Always spend your first few moves getting your pieces out, then once you have a clear understanding of what's going on and what you want to do, spend the rest of the game executing those plans.

CHAPTER 6:

Trading Pieces: 6 Questions to Ask Before

To begin with, you need to assess the position and distinguish the solid and weak points about the two players' positions.

1. How is the pawn structure?
2. Who controls the center? — Learn to recognize outposts, in reverse pawns, and in any case solid and weak points in the pawn structure of the position, and learn ordinary intends to improve these positions.
1.
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3. Which are my most noticeably terrible put pieces? — Development, improvement, advancement. Improving the position of your pieces is probably everything you can manage on the off chance that you can't sort out what is happening.
4. What are the weaknesses/weak areas in the position? - Attempt to challenge and control key areas like outposts, open records and overprotect significant points in pawn chains. Taking on the position is tasteless; this hardens your position and is quite often beneficial.

   Put yourself in your adversary's shoes and pose similar inquiries.
5. What would you do in the event that you were in his position?
6. What ought to be your arrangement? Obviously, this works best if your adversary is of around a similar strength as you, anyway regardless of whether playing against a lot more grounded or a lot weaker player, it can give significant bits of knowledge into the position.

Playing through certain rounds of the top GMs who play your opening, and examining their development and moving of pieces is a decent method to

improve assessment of such positions. Normal models are pawn storms in the Sicilian Dragon Yugoslav assault, King's Indian Defense, and so forth, and the d5 push in numerous varieties of Sicilian.

You will find out about how pieces for the most part move after the initial stage, and you will see a portion of their arrangements in the event that you study broke down games. Games examined by the actual players offer the best knowledge since they can really reveal to you the idea behind every one of their moves, and what they were or were not thinking when they made them. Study the old-style rounds of Rubenstein, Nimozowitsch, and Capablanca, and so on. These are probably the best players to concentrate on to improve your positional play.

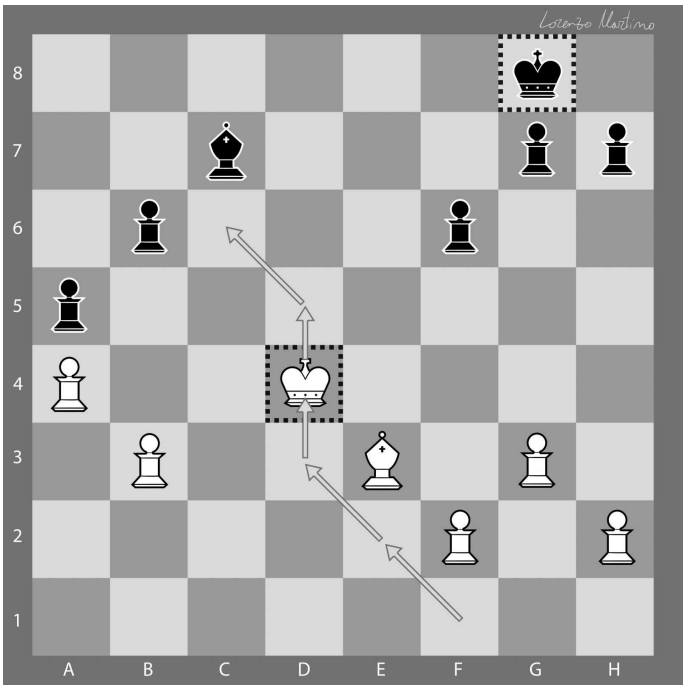
CHAPTER 7:

The Endgame: 7 Principles for Beginners

Endgame Principle 1. Unify your king quickly

This is by a long shot the most basic endgame rule. Shockingly numerous novices disregard this significant principle regularly passing up on a major chance to win or draw the game. Centralizing the king is fairly straightforward. In the endgame, when the lion's share of the pieces are gone, the king turns into an incredible weapon and ought to effectively take part in the game to help his own pawns and piece just as to assault the adversary's ones. The initial step of your thinking in any endgame position ought to be the means by which to bring together your king rapidly and effectively.

The position beneath White has a genuine bit of leeway since they centralized the king three moves sooner than black.

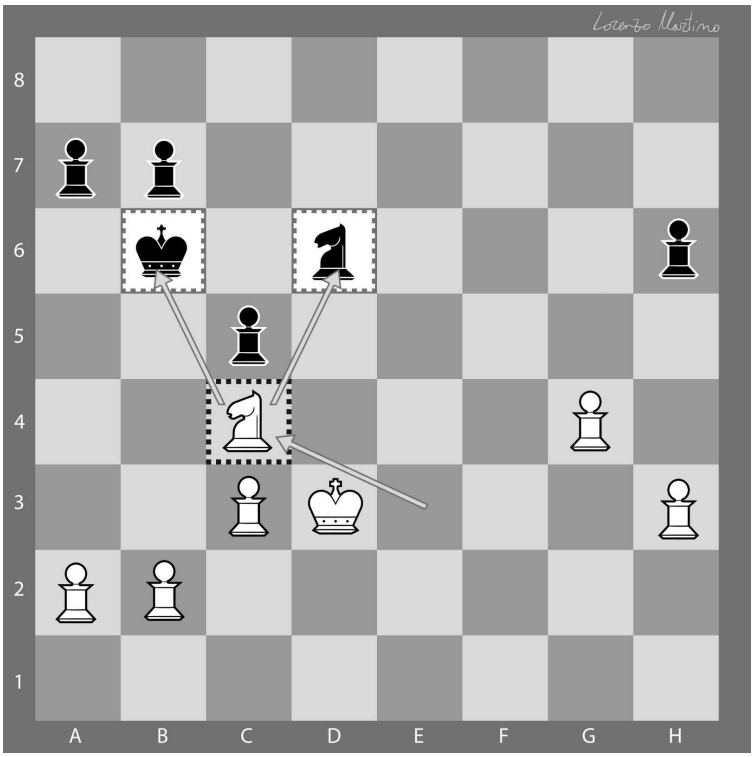


Black to move

Endgame Principle 2. At the point when you up in pawns trade the pieces

This is a beautiful clear principle to comprehend. If you up a pawn, with pieces on the board the position may be vague in any case. Notwithstanding, in the event that you work on the position further by taking pieces off the board, the additional pawn will promptly assume a larger part and can even determine an end result of the game.

In the position beneath, White is up a pawn. That is the reason it is a smart thought for them to exchange the minor pieces. By constraining that, trade White will actually want to effortlessly exploit the additional pawn, dominating the game.



Black to move

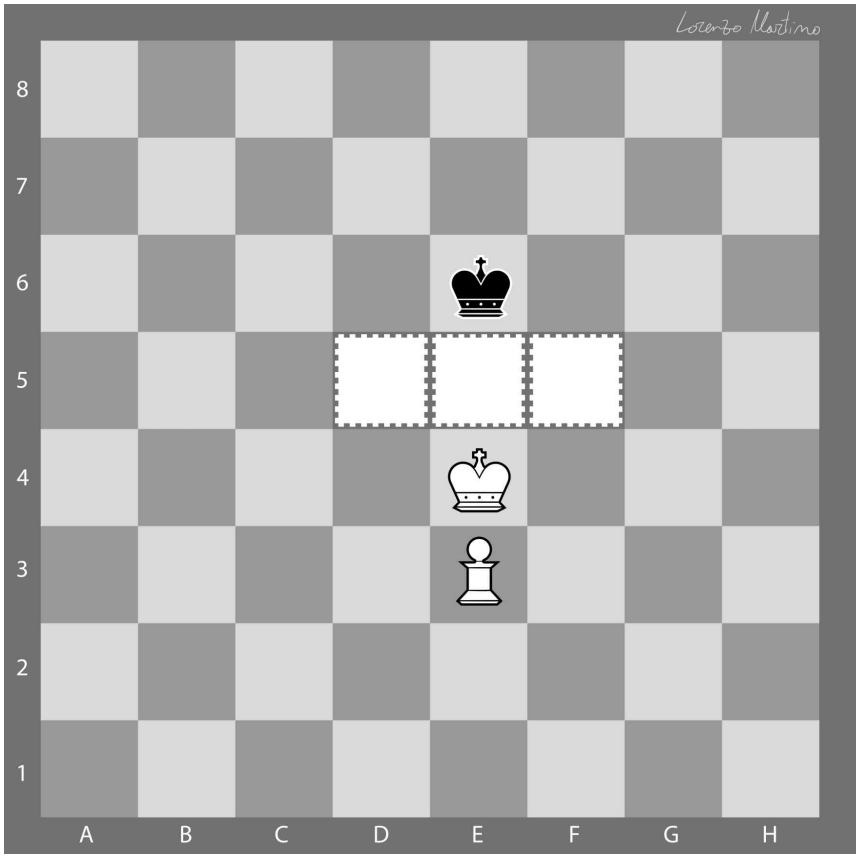
You ought to be extremely cautious about trading pawns in positions like appeared previously. In the extraordinary circumstance, in the wake of trading the entirety of the pawns, you will wind up in a Knight + Pawn versus Knight endgame which may handily end in a draw since Black will straightforward surrender his knight for a pawn. To stay away from this situation, in the event that you are up to certain pawns, trade pieces, not the

pawns.

Endgame Principle 3. Get an opposition

Opposition is a groundbreaking endgame method. It is regularly used to compel the rival's king away from the pawns, surrendering control of the key squares. By and large, a side that holds an opposition has a positional bit of leeway, regularly winning or drawing the game.

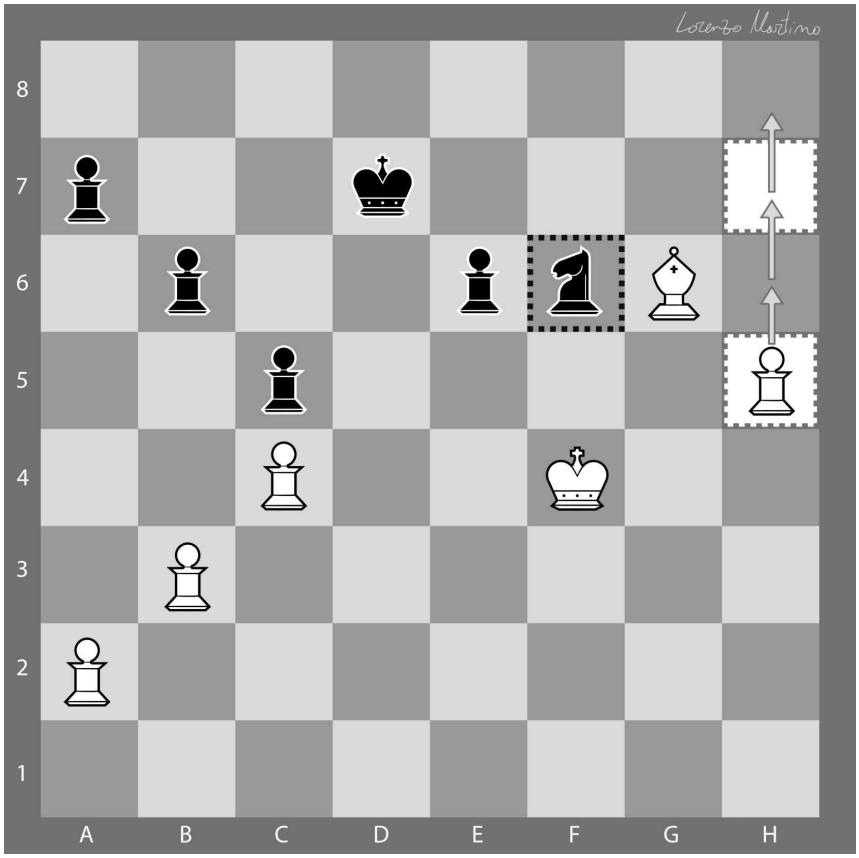
Position beneath is the most old-style illustration of the opposition. If it is, White's chance to move the game is drawn, in light of the fact that White can't enter Black's position without propelling the pawn. On the off chance that it is Black's chance to move, Black requirements to surrender space and loses. At the end of the day, the side that holds an opposition has a type of preferred position, which is sufficient to win or save the game.



Endgame Principle 4. Flank pawns are solid against the knights

Knight is a short reach piece and it has particularly difficult situations in the endgame positions including passed flank pawns. For instance, in the position

underneath black's knight can't stop the passed rook pawn because of the knight's low portability and powerlessness to reposition itself into a superior guarding position on the board.



White to move

Endgame Principle 5. Spot the rook behind the passed pawn

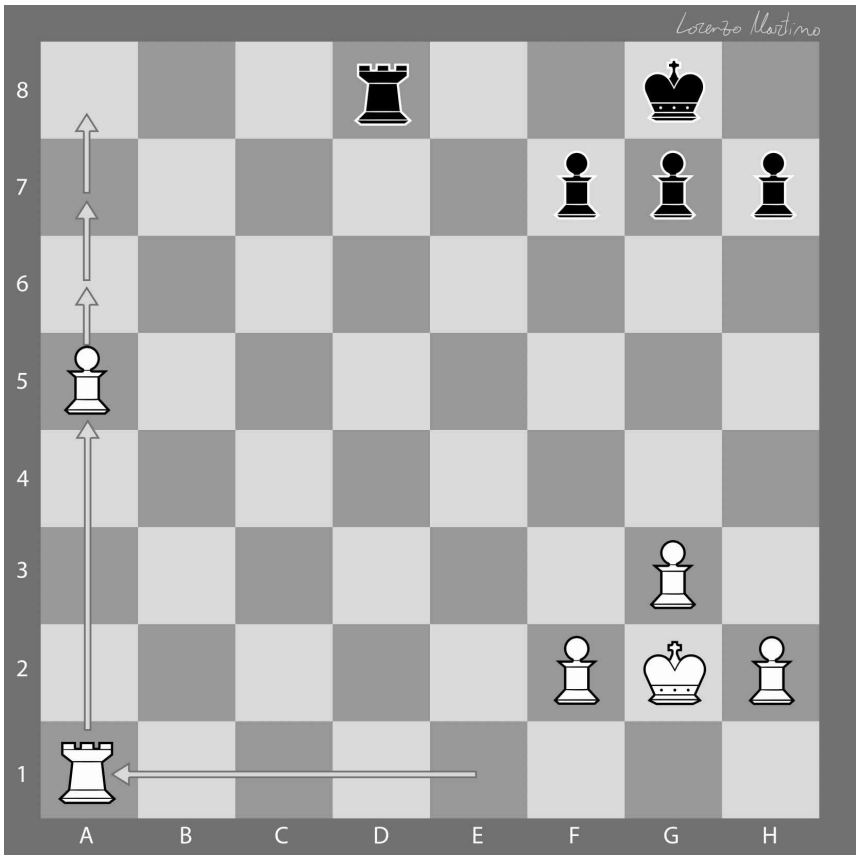
This is another vital standard to recall. Numerous novice players ignore this basic principle putting the rook before the passed pawn and afterward experience difficulty changing over the favorable position.

Try not to commit that error and consistently make sure to put the rook behind the passed pawn. This situation of the rook bolsters the pawn completely through the advancement square and furthermore makes it conceivable to undermine the adversary's king or pawns from the protected distance.

You ought to likewise remember this standard when you are attacking rival's

passed pawns. By putting your rook behind the adversary's passed pawn, you control the pawn entirely through the advancement square making it a lot harder to safeguard.

In the position underneath, White has put his rook behind the passed pawn and supports it right to the advancement square.

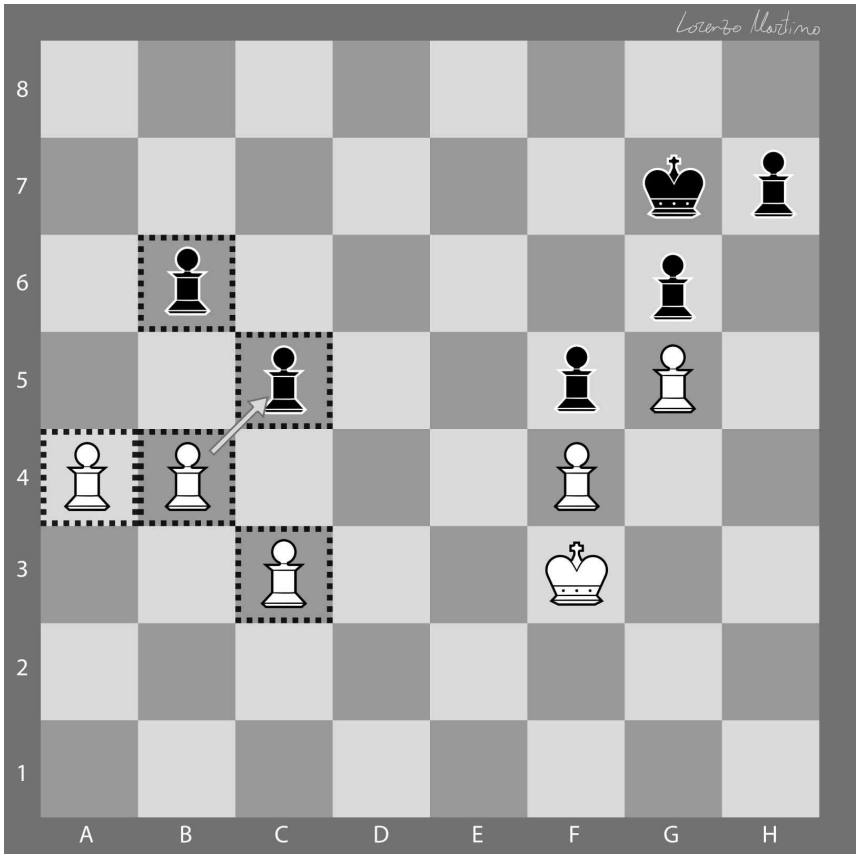


Black to move

Endgame Principle 6. Make a passed pawn

Making a passed pawn ought to be one of the needs in the endgame. Passed pawn has a huge incentive because of the chance of advancement. Indeed, a passed pawn is important to the point that on the off chance that it arrives at the seventh position it merits a rook.

It is particularly simple to make a passed pawn in the event that you have a pawn lion's share on one side of the board. In the model beneath, White can make a passed pawn without much of a stretch, by first trading the b-pawn on the rival's c-pawn and afterward trading off the rival's b-pawn.,

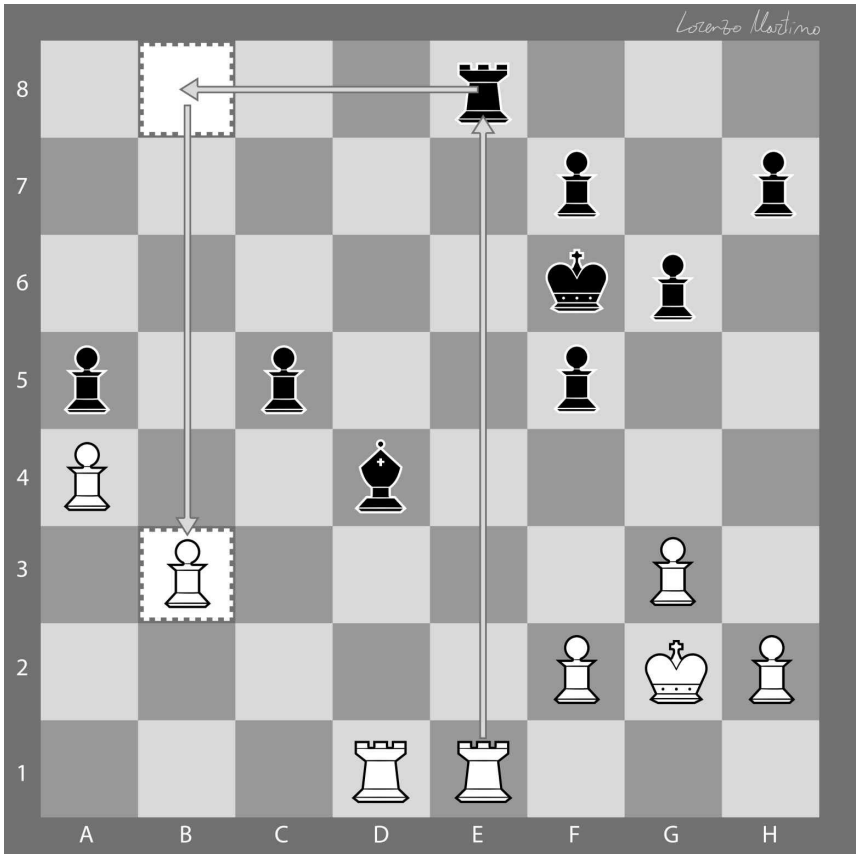


Black to move

Endgame Principle 7. In case you are trading down, try not to exchange rooks

In the event that you have a minor piece for a rook (otherwise known as a trade down), you should save the leftover rook since this is the lone piece that can watch open documents and positions. Without this piece, your position will implode and the pawns will fall.

In the position underneath, Black is traded down. White offers a rook exchange; however, Black astutely dismisses it attacking White's weakness the retrogressive b-pawn. With a right play, Black has a decent opportunity to draw this position.



White to move

CHAPTER 8:

Easy Endgame Strategies

Endgames are often the key to winning a chess match. This could be because most beginning chess players do not study this area in depth. Failures in the endgame can be attributed to several factors like poor planning, misjudgment of future moves, and assumptions that have no basis in reality.

The basic idea behind an easy endgame strategy is an exchange of pawns for more powerful pieces like knights and bishops. The king in the endgame plays a vital role in winning the game. It is instrumental in protecting valuable pawns and controlling all major squares on the board. When an endgame has been reached, it is usually easy to win because most of the starting pieces have been lost.

The three basic principles to consider when implementing an easy endgame strategy are:

- Do not assume an easy victory by playing aggressively as this could result in your opponent's gaining time on their clock. Carefully plan your moves and execute them with accuracy to win the game.
- A careless move could result in the loss of a valuable piece. This also puts your king in danger. It is a good idea to play without haste because it could lead to making careless moves and mistakes which could prove costly. As they say, "When the time is ripe, it is not necessary to hurry."
- When implementing an easy endgame strategy, it is important to take advantage of your opponent's mistakes and weaknesses. Analyze each situation carefully before deciding on your next move so that you can make the right decision. These are some factors which you should consider:
- In some instances, capturing one of the pawns could give your

opponent enough time on their clock to make up for lost ground. You should employ this method when you have a higher rank on the board.

- If your opponent is an expert, he or she may be using a simple endgame plan against you. The ranks on the board are typically a good indicator of this. If they are in your favor, it is pretty safe to continue playing that way. However, if you have a lower ranking than your opponent does, it is best to change strategies and become more defensive in order to protect your valuable pieces and pawns.
- There are many ways of achieving victory and winning a chess match by using an easy endgame strategy. The three basic principles are preventing a loss of one of your valuable pieces, capturing a handful of valuable pieces from your opponent, and altering the ranks on the board to reduce your opponent's strength.

CHAPTER 9:

Fundamentals of Checkmate

The objective of the game is to move your rival's King into a position where it is enduring an onslaught, can't move, or would not benefit from outside intervention by its own men.

This is otherwise called checkmate.

Check is the point at which the King is enduring an onslaught however can get away.

The significant inquiry:

When the King is enduring an onslaught, how can you or your adversary respond?

The ideal approach to recollect is by utilizing the ABCs.

The ABCs of Check

- **Away:** Run away with the King to a square where it can't be captured.
- **Block:** Put a piece in the middle of the aggressor and the King.
- **Capture:** Capture the piece that is attacking the King.

Away

Diagram 9.1: The black King is being checked by the white Rook, the black King can't move to f8 or h8 due to the Rook, yet it can escape to h7 since no white pieces are securing that square.

Black ought to lose this position since they have three Pawns (3 focuses) versus the White Rook (5 focuses).

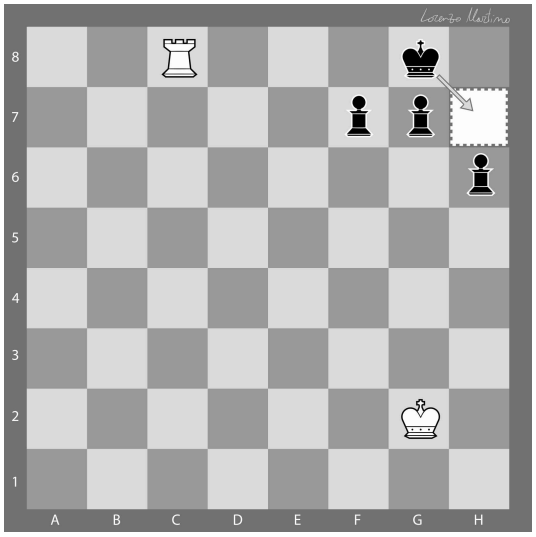


Diagram 9.1

Diagram 9.2: The white King is being checked by the black Bishop. The King can't move to b6, c6, d5, or d6 due to the Queen and additionally Bishop.

The King can't move to b4, c4, or d4, either, in view of the Rook. There are no black pieces protecting the square, therefore the King is free to move to b5. No matter how you slice it, White is still in a bad spot!

(White is down 17 focuses: Q + R + B.)

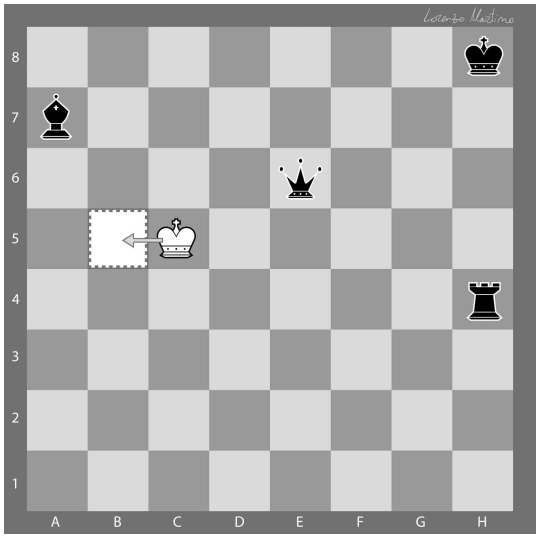


Diagram 9.2

Block

Diagram 9.3: The White King is being checked by the Queen. The King can't go to a1 or b2 in light of the Bishop on f6. The King can't move to a2 as a result of the Bishop on e6. The King can't go to c2 in light of the Queen. There is no White piece fit for catching the Queen, which is checking the King. The Rook can block the check!

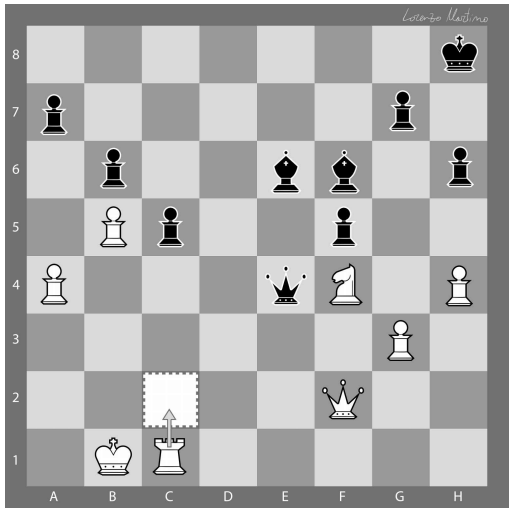


Diagram 9.3

Diagram 9.4: The black King is being checked by the Rook and in this way it can't move to f8 or h8. The King likewise can't move to f7 or h7 as a result of the Pawn. No black piece can capture the Rook on c8, yet fortunately, the black Rook can block the check!

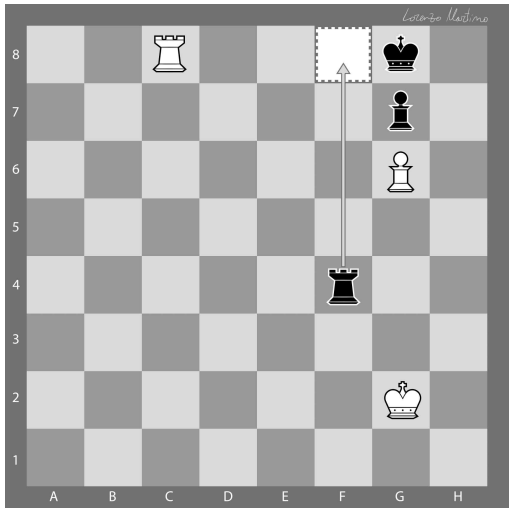


Diagram 9.4

Capture

Diagram 9.5: The black King is being checked by the Rook. The King can't go to f8 or h8 as a result of the Rook. It can't go to h7, either, on account of the Bishop. Black can't block the check, either — however, fortunately, the Bishop can capture the Rook! White ought to have thought before making the move Rc8+.

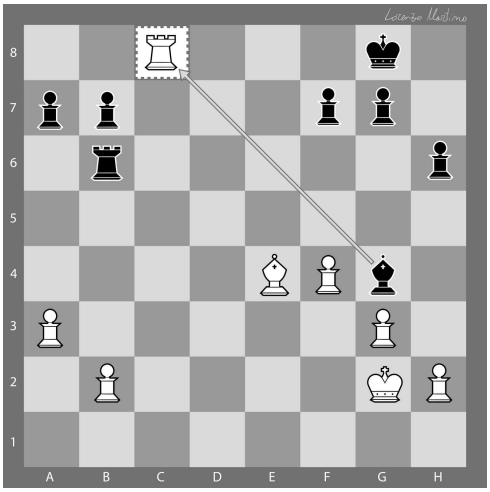


Diagram 9.5

Diagram 9.6: The black King is being checked by the Queen. The King can't go to g7 or g8 in view of the Queen. It can't block the check since it doesn't have some other pieces, yet in addition on the grounds that the Queen is excessively close. Fortunately, the Queen is unprotected, so the King can basically capture the Queen!

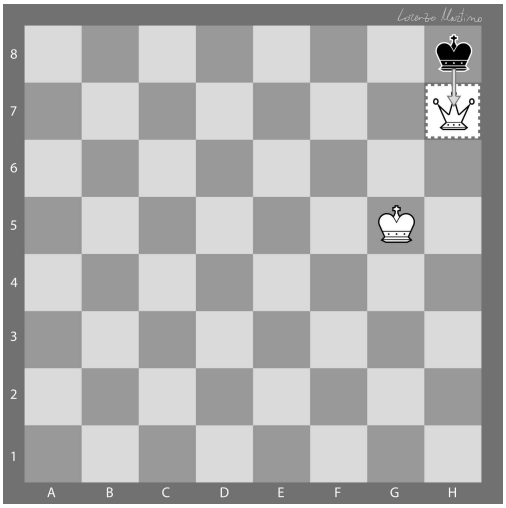


Diagram 9.6

Diagrams 9.1 to 9.6 address circumstances in which one side has just a single alternative to save the King. On numerous events, when your King is within proper limits, you may have one, two, or even three choices to receive in return. Here are some choices to go to in these conditions:

1. **Capture:** Sometimes players get overexcited about a check and don't see the entire board. Take a gander at the whole board, and check whether any pieces can capture the checking piece.
2. **Away:** Move that King to a protected square!
3. **Block:** This progression ought to be last, on the grounds that frequently when you block the check, your piece's job changes from dynamic to dormant. That said, consider that each case must evaluate individually, and there may be exceptions.

“Nobody ever won a chess game by resigning.”

— SaviellyTartakower

CHAPTER 10:

Getting Out of Check

If you've ever played a game of chess, chances are that at some point you were told "checkmate!" and lost to your opponent. This is because the king can only escape check in a few ways, and there are no movements available to let him to do so.

Getting out of check in chess is an important move to keep in mind. This will help you avoid the position where you are being checked and cannot get out of it. If your opponent has left their king unprotected on an open board, it's a good idea to know several tactics that allow you to check your opponent's king as well. Knowing how to make these moves is important because it can save your life or boost your chances of winning.

You can go about getting out of check in many ways. When it comes to getting your king out of a check, there is the queen and the rook. These moves are not always available to you but if you manage to use them in the right way, you will get out of a check with ease. Also, another important thing that helps with getting your king out of checks is if there are other pieces on your side of the board that might be able to aid you in moving into a safer position by stepping on either diagonally or even directly blocking off any threat from being able to attack again.

It is highly likely that you will sometimes get your king checkmated by a queen if you do not pay attention to the other pieces besides the rook and queen. There are ways around this though when it comes to using your rook and/or your queen to get out of check.

When you' ll be in a situation where you are being checked, try to think about what pieces can move out of the way so that the threat is eliminated. You should also reflect on the fact that if there are any other ways around checking the king too. Keep in mind that these tips can also help you in getting your opponent's king into check and then looking for a response tactic

for them. This will help you avoid the loss of your king more than likely.

CHAPTER 11:

Three Quick Checkmate Strategies for Beginners

The first Quick Checkmate strategy which is described is called Fool's Mate.

- **Fool's Mate for Whiteside (when Black side falls to this trap):**

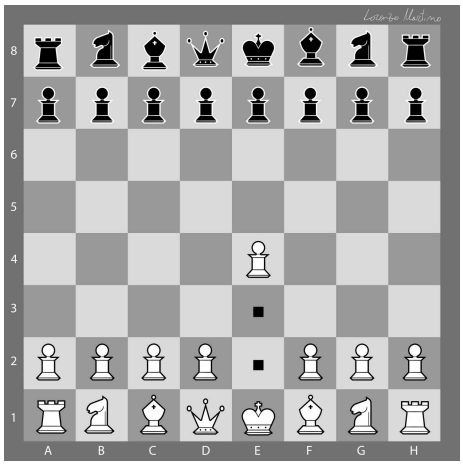


Diagram 1

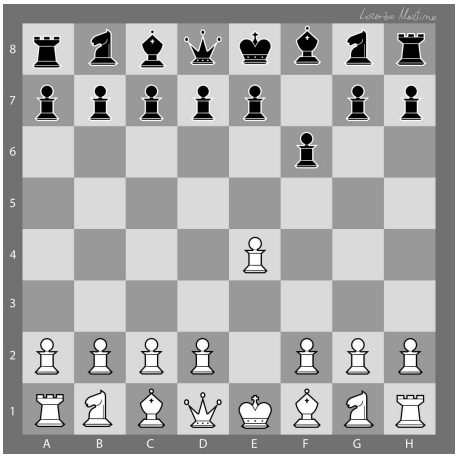


Diagram 2

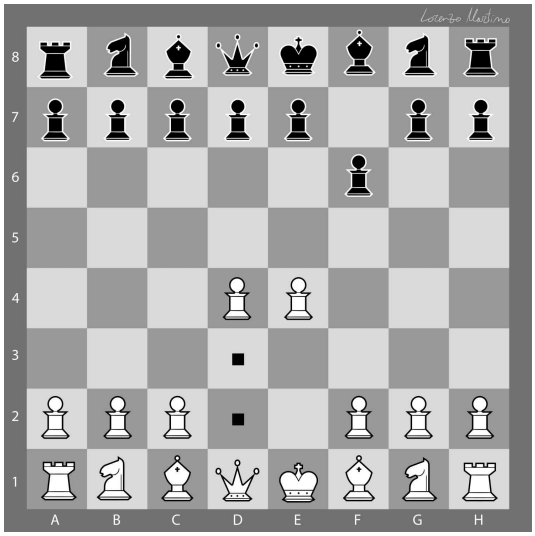


Diagram 3

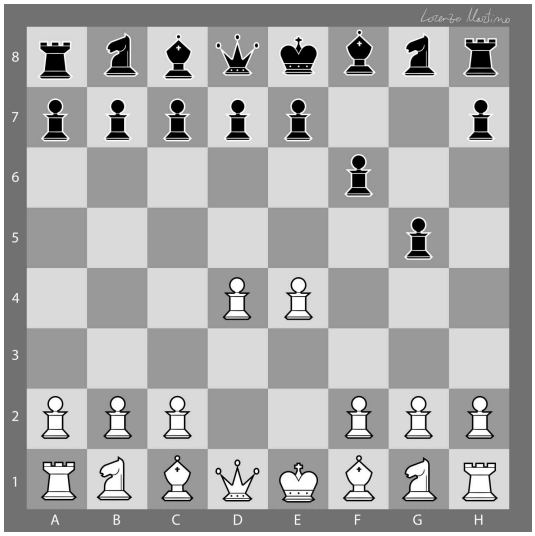


Diagram 4

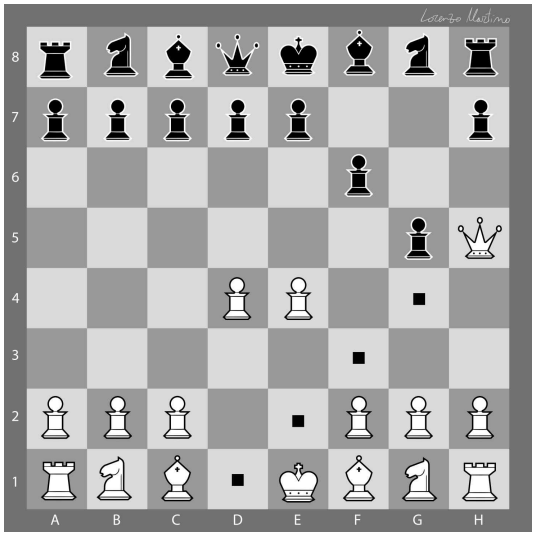


Diagram 5

After the white queen advanced to the h5, the black king had only one square to move which is f7 but this square is also under the attack of the white queen. As there is any other black piece to stop this attack, Black is checkmated in the third move.

Fool's Mate for Black side (when White side falls to this trap):

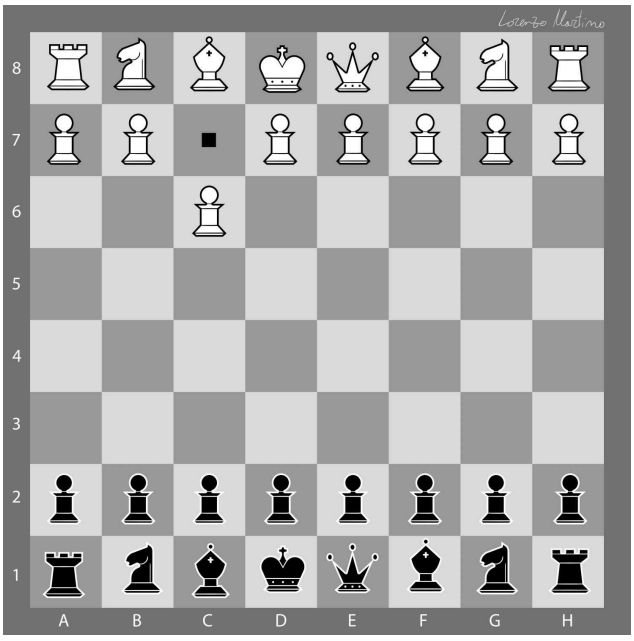


Diagram 1

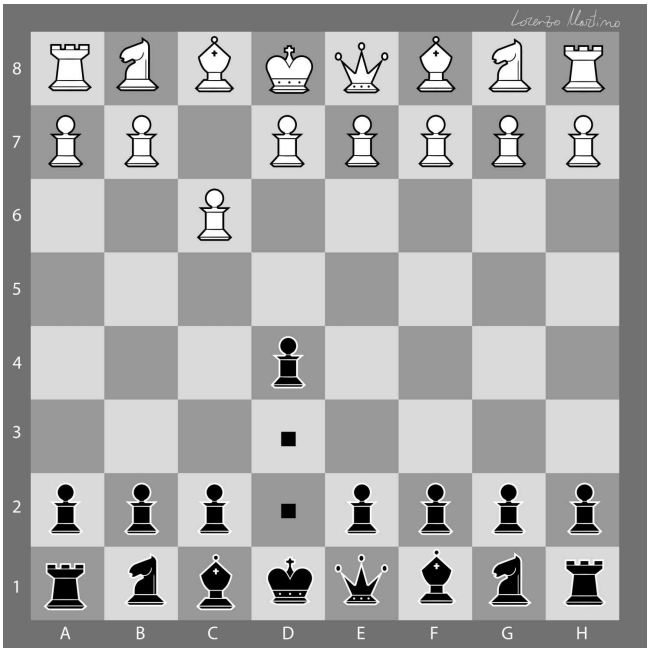


Diagram 2

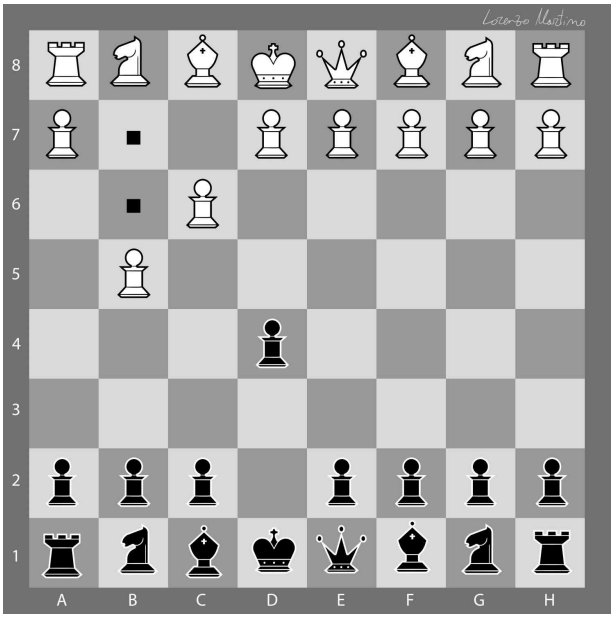


Diagram 3

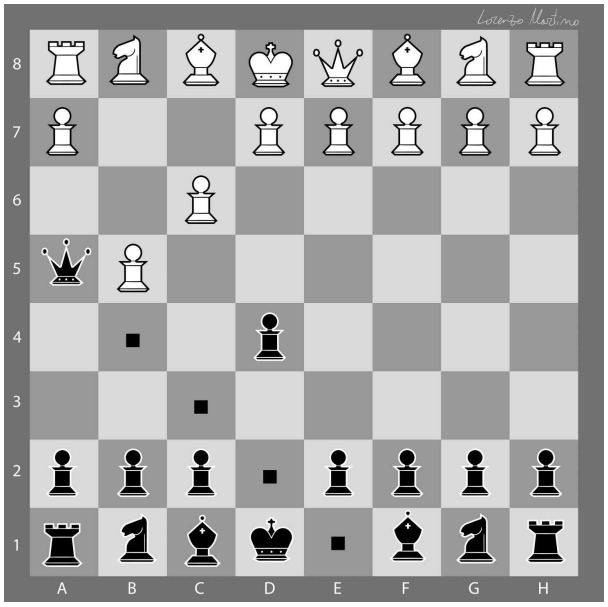


Diagram 4

A similar position has been achieved here. White's king has no way to move and there are no white pieces to stop black's queen attack. As a result, white side is checkmated in the second move.

- **Scholar's Mate:**

The next one of the quickest ways to checkmate is called "Scholar's Mate." It can be achieved with the help of two major pieces — Queen and Bishop. So, the first move must be a pawn to e4 which opens the path for both Bishop and the Queen. Then prepare the Bishop and Queen for the attack respectively and then checkmate the opponent. It is shown below:

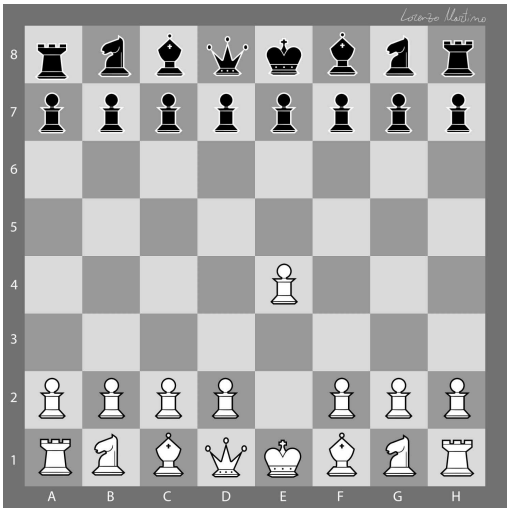


Diagram 1

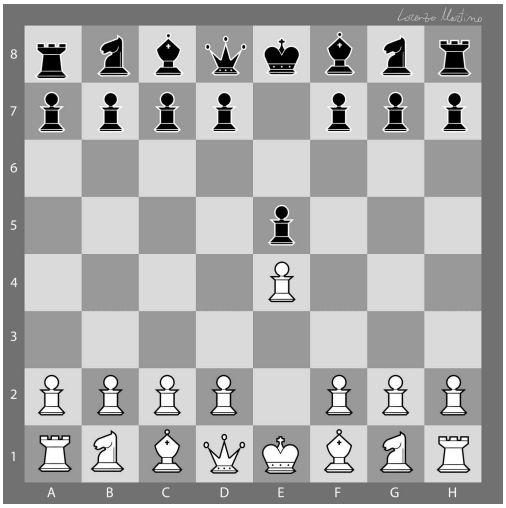


Diagram 2

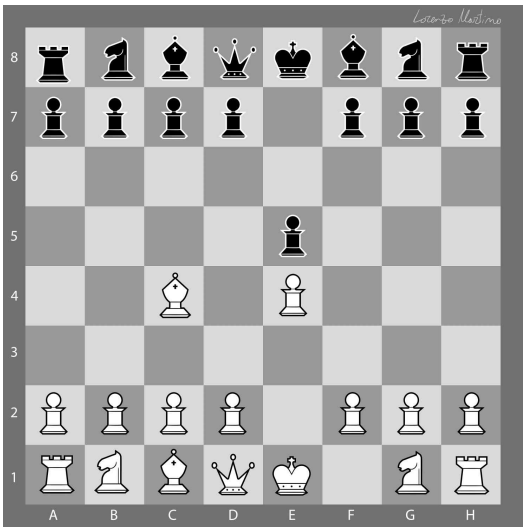


Diagram 3

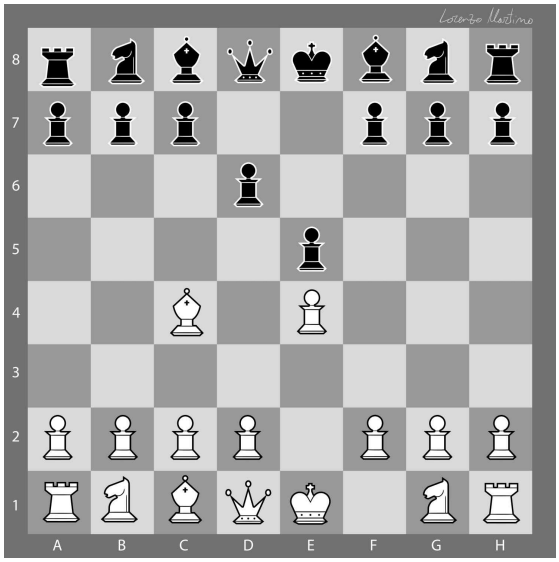


Diagram 4

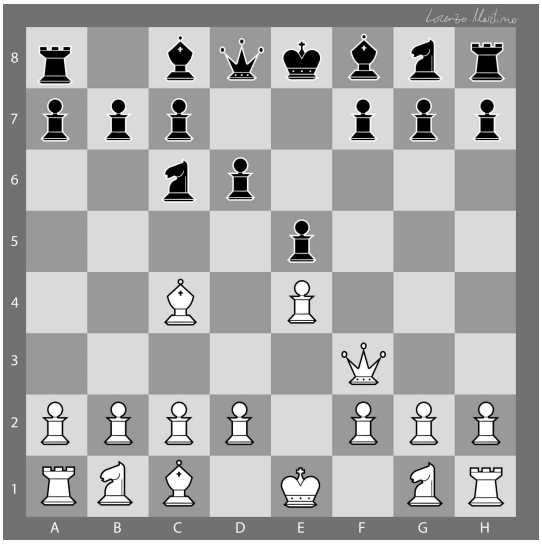


Diagram 5

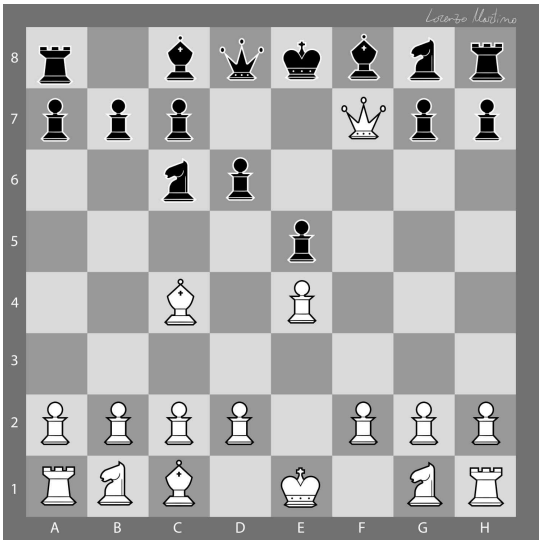


Diagram 6

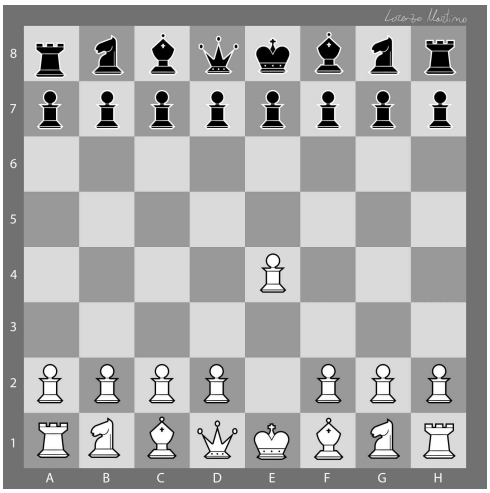


Diagram 7

- **Legal's Mate:**

The third Quick Checkmate strategy is called Legal's mate but it is not short as Fool's and Scholar's mate however, it is a more advanced checkmate strategy.

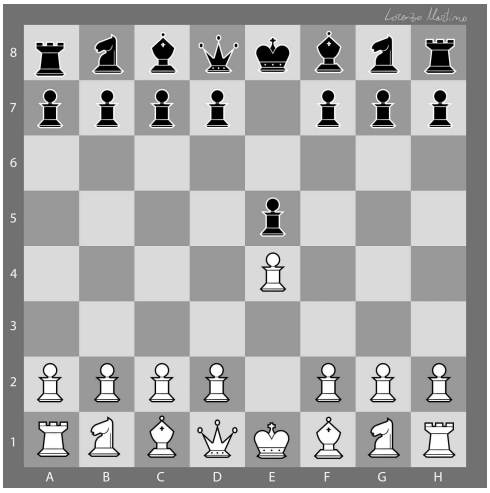


Diagram 1

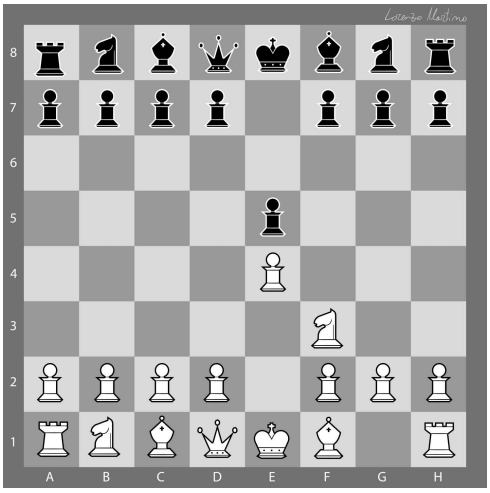


Diagram 2

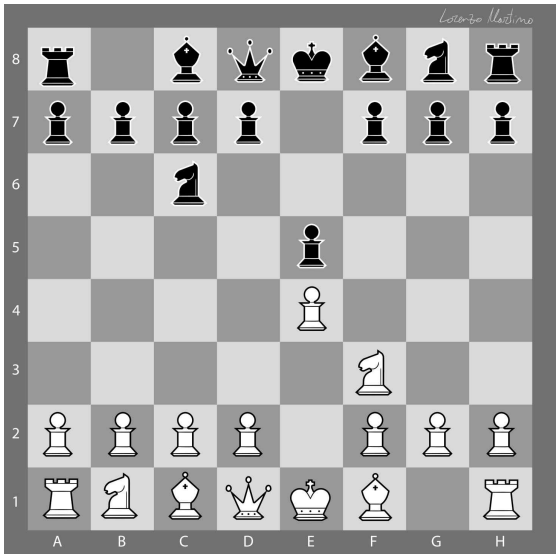


Diagram 3

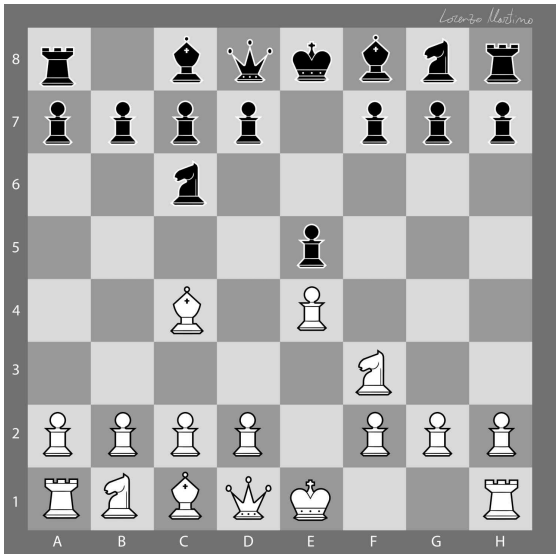


Diagram 4

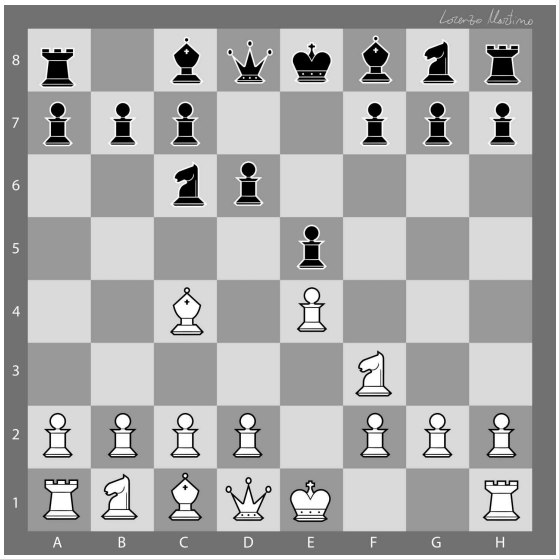


Diagram 5

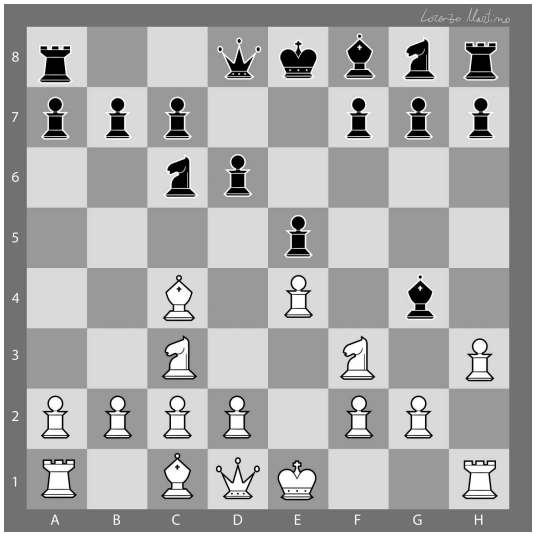


Diagram 6

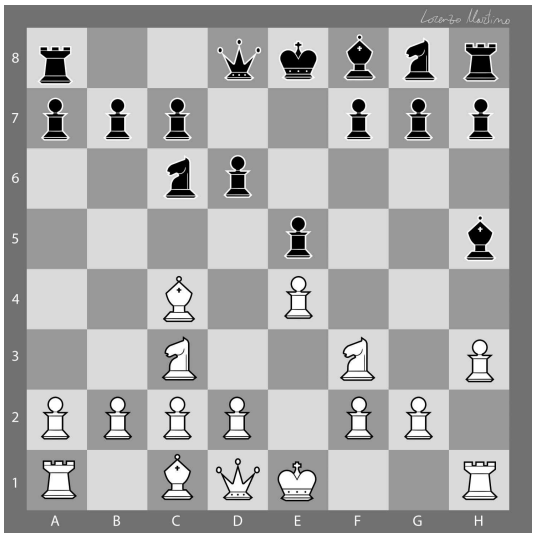


Diagram 7

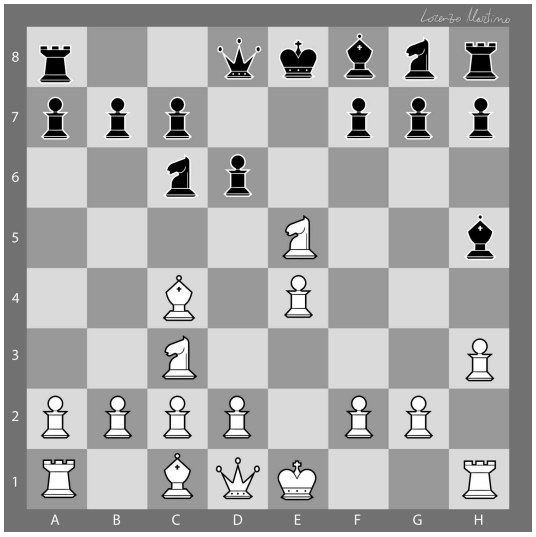


Diagram 8

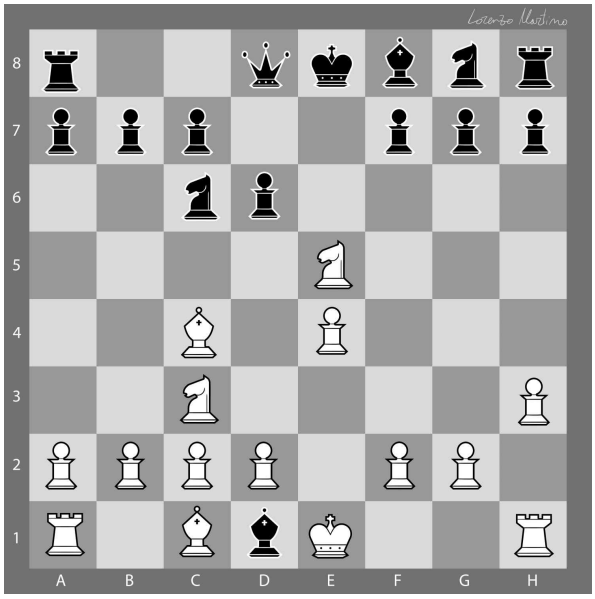


Diagram 9

At that moment (diagram 8) white player moves his/her knight to e5 and sacrifices the queen. Sometimes Black players fall into this trap and capture the white Queen (diagram 9) with the bishop. Instead of taking the black's bishop with the king, White attacks black's king with the bishop (diagram 10).

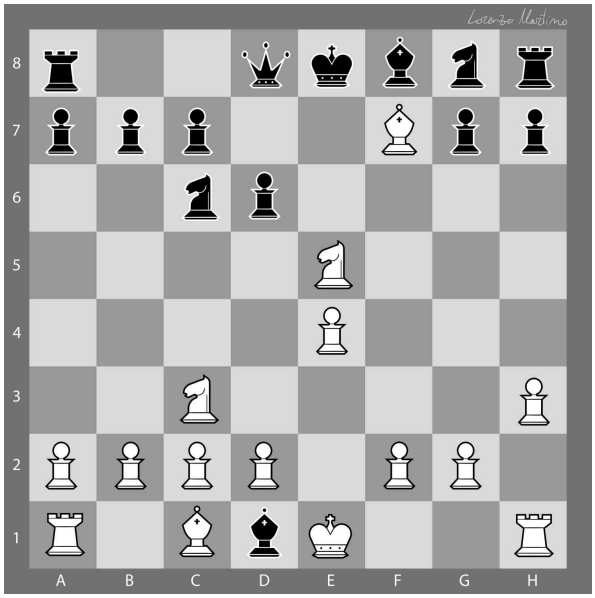


Diagram 10

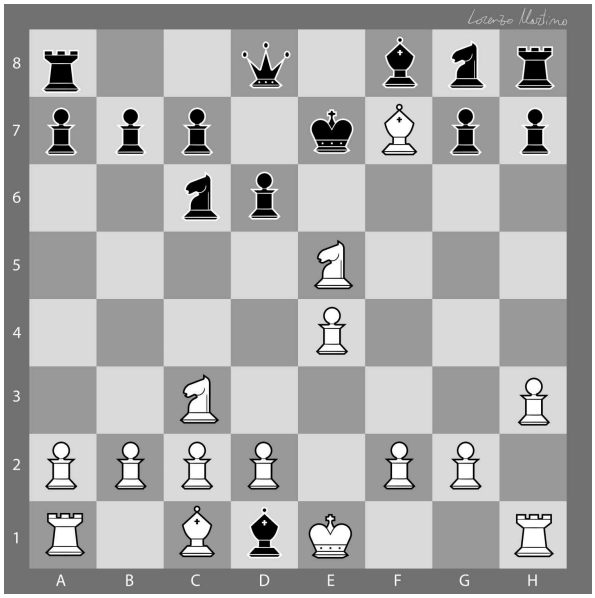


Diagram 11

Black’s king has only one square to move after the white bishop’s attack and it is e7.

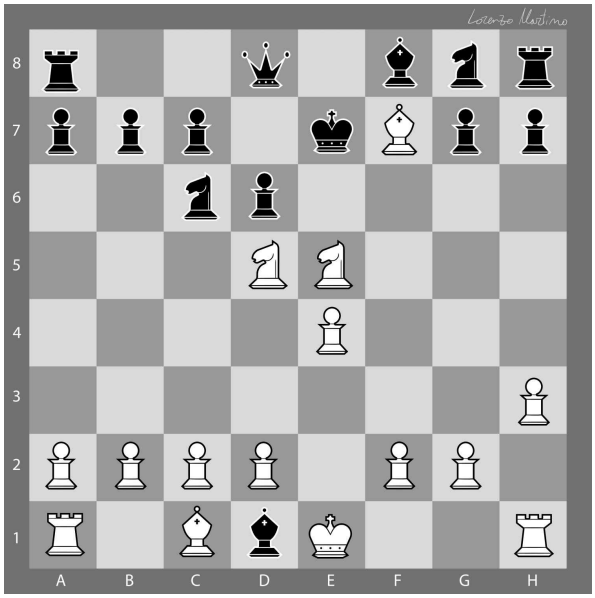


Diagram 12

After the black king was forced to move to the e7, the White’s next knight moves to the d5 from c3 and checkmated the black king.

CHAPTER 12:

Types of Draw in Chess

Draws

Chess isn't generally about winning or losing; the game can likewise be a tie or draw. What's the use of knowing all the different types of draws? If you're on the winning team, you'll want to avoid tying the game, so be on the lookout for a draw. If you are at a disadvantage, and you truly do not perceive any pay for the deficiency of focuses, it is ideal to attempt to fool your rival into a draw. There are likewise times when a draw is a shared choice, not an issue of enduring the game by any means.

What is a Draw?

If you win, you get 1 point; otherwise, if you lose, you get 0 points. In case of a draw, 0.5 points are awarded to each player.

There are six sorts of draws: stalemate, lacking material, arrangement, 50-move rule, interminable check, and three-time redundancy.

Stalemate

Stalemate is the point at which the King isn't within proper limits (enduring an onslaught), yet no legitimate moves or catches can be played. In chess, you are not permitted to skirt a turn. On the off chance that a side doesn't have any alternatives for legitimate moves, and the King isn't within proper limits, the game can't proceed. Why not? Since the King isn't allowed to move into check.

Diagram 1.1: It is White's chance to move, yet the King has no choices for legitimate moves. The King is not under control, yet White has no different pieces to take action. It is in this manner a stalemate — a draw. White is not permitted to skirt a move, and it's not a checkmate.

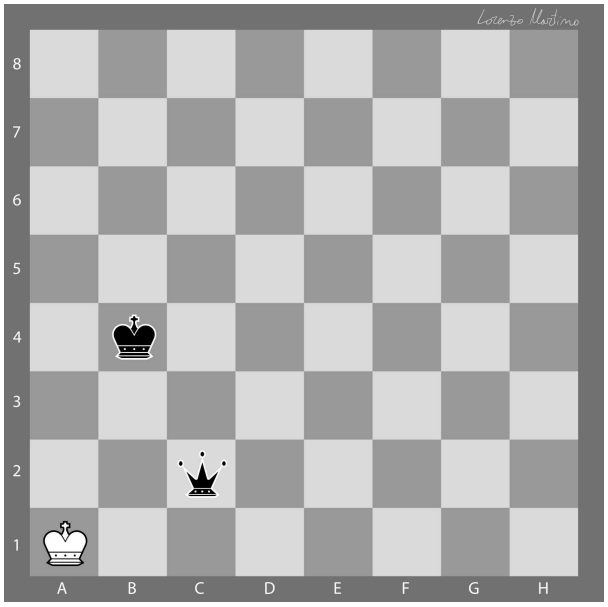


Diagram 1.1

Diagram 1.2: It is White's chance to move, yet the King has no alternatives for legitimate moves. Once more, the King is not in line, yet dissimilar to in Diagram 1.1, it is not a stalemate, since White actually has a lawful move: the Pawn.

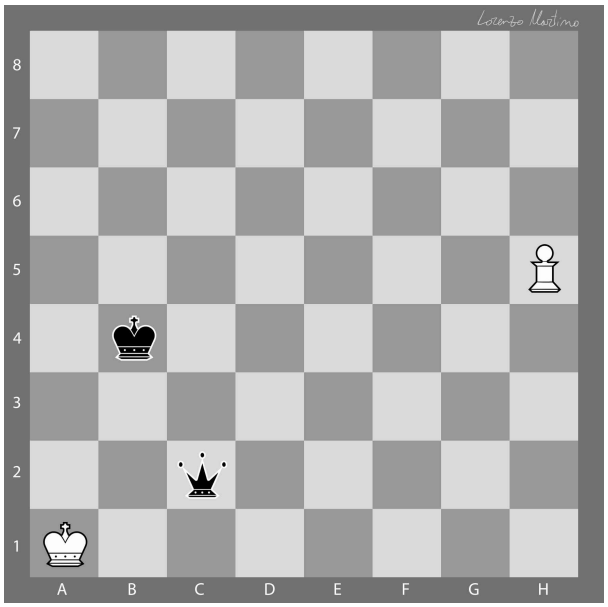


Diagram 1.2

Forfeiting to Force Stalemate

This idea is somewhat more intricate, so it will be outlined in two diagrams.

Diagram 1.3: It is White's chance to move. The King is not under control and has no place to move. The black Queen is ensuring all squares: a1, b2, c2, and c1. The white Pawn cannot move or catch. For what reason is it not a stalemate? The white Queen has numerous potential moves to make. In the event that no one but you could dispose of the Queen, it would be a stalemate. 1. Qg8+! The black King should catch the Queen — it is the lone move. 1... xg8 = stalemate.

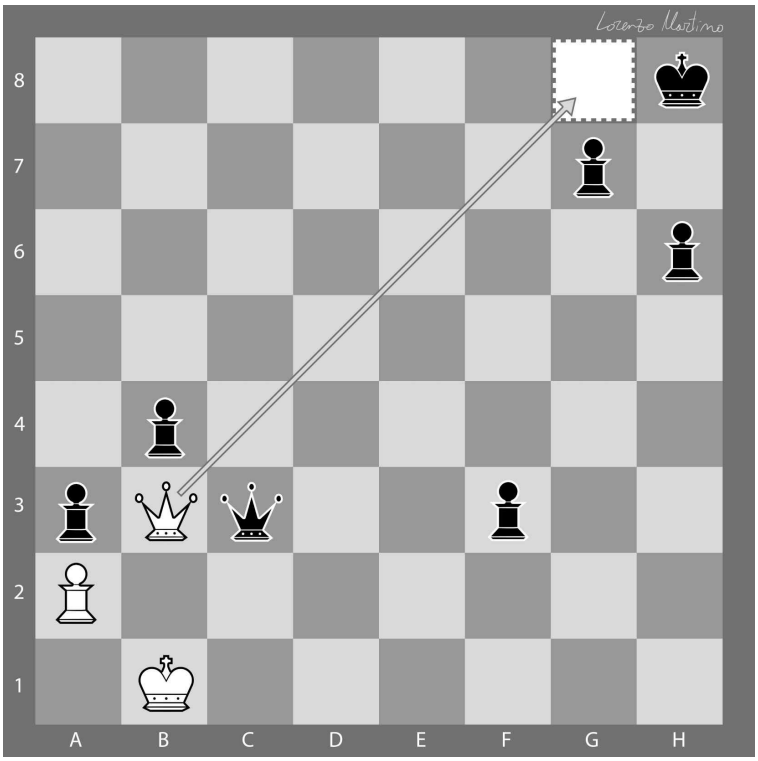


Diagram 1.3

Diagram 1.4: It is Black’s turn to move. The King is not in check but can still move to g5. The white Queen is protecting g6, g7, h5, and h7. Why is it not a stalemate? The King can still move, and the Queen has many possible moves to make. If only we could get rid of the Queen, it would be a stalemate, because when White captures the black Queen, it also protects the g5 square.

1… Qh4+! The white King must capture the Queen — it is the only move.

Many people play 1… Qg4+, expecting it to force a stalemate, but the move makes this only a 50 percent chance. White has two options: to capture the Queen with either the King or the Pawn. If White captures with the King, it forces stalemate. If White captures with the Pawn, it is not a stalemate, because the black King can still move to g5.

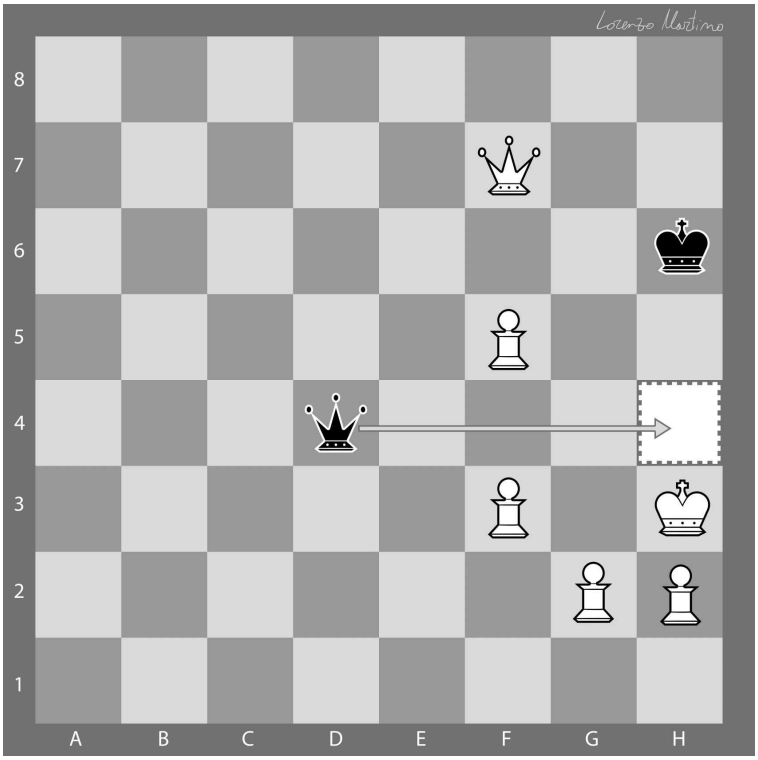


Diagram 1.4

Inadequate Material

Circumstances emerge in chess when there are essentially insufficient pieces to checkmate. The letters of the pieces are utilized to state positions where there is inadequate material.

100% Draw

- K versus K
- K versus K + B
- K versus K + N
- K + B versus K + B (Bishops should be on same-shaded squares) Draws If Played Correctly

In the endgame, it is critical to leave the King in the center since that is where the King has the most versatility. At the point when the King is in the center, it can get to eight squares. In the event that it is on the board, it can arrive at five squares, and in the corner, this number goes down to three. In the event that the two sides leave their King in the center, it is absolutely impossible to checkmate.

- K + N versus K + N
- K + B versus K + N
- K + B versus K + B (Bishops should be on inverse hued squares)
- K versus K + N + N

Q: Why is K versus K + B Not Enough to Checkmate?

Diagram 1.5: Black's King is enduring an onslaught, and it can't move to b7 or b8 in light of white's King. It can in any case escape with Ka7. White necessities another piece to secure a7 however does not have one.

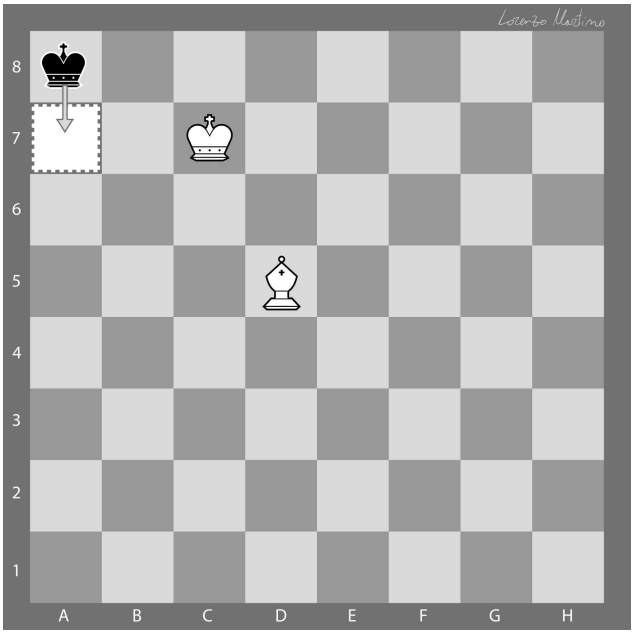


Diagram 1.5

Diagram 1.6: Black's King is caught: white's Bishop and King keep it from moving to a2, b1, or b2. It can't be checkmate, however, in light of the fact that the King isn't enduring an onslaught, and no different moves are conceivable, so this position is stalemate. For this to be checkmate, White

necessities another Bishop on d4, however, they do not have some other piece.

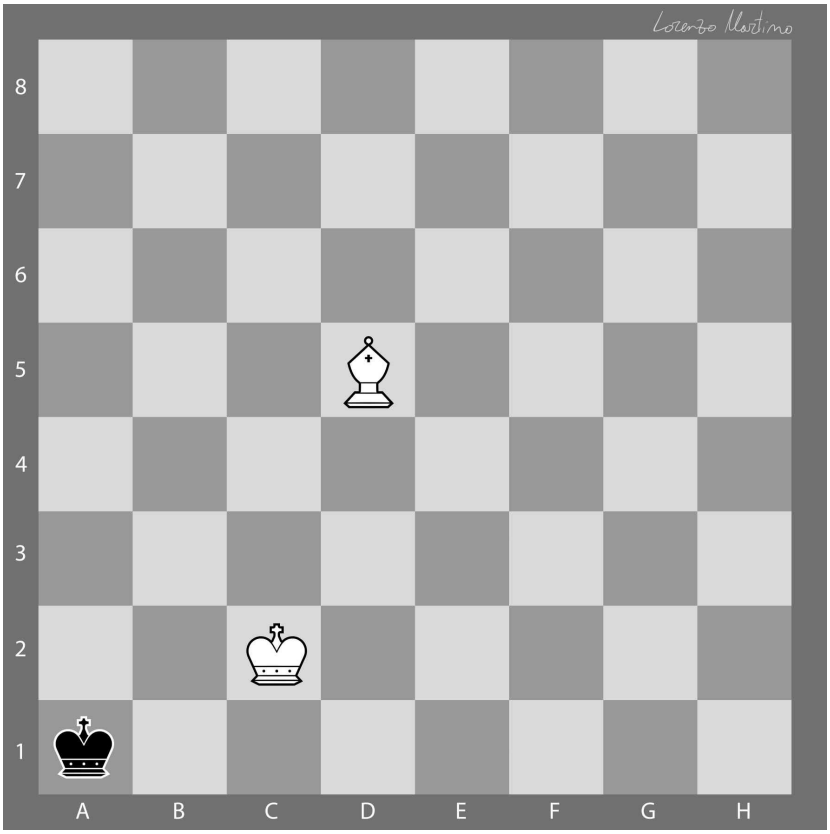


Diagram 1.6

Q: Why isn't K + N versus K + B A 100% Draw?

A side can lose in the event that they bring their King into one of the corners (restricting the King's portability). It is highly unlikely to compel a King into the corner (you need more pieces for that); however, your rivals may put their own King there. In the event that a side needed to lose, they would need to place their King in the corner, at that point utilize their Bishop to kill one of their King's possibilities for escape. Diagram 1.7 shows that it is workable for a side to lose with these pieces; however, if you keep your King in the center, this could never occur!

Diagram 1.7: The white King is checkmated in light of the Knight check. It can't move to g2 or h2 in view of the black King.

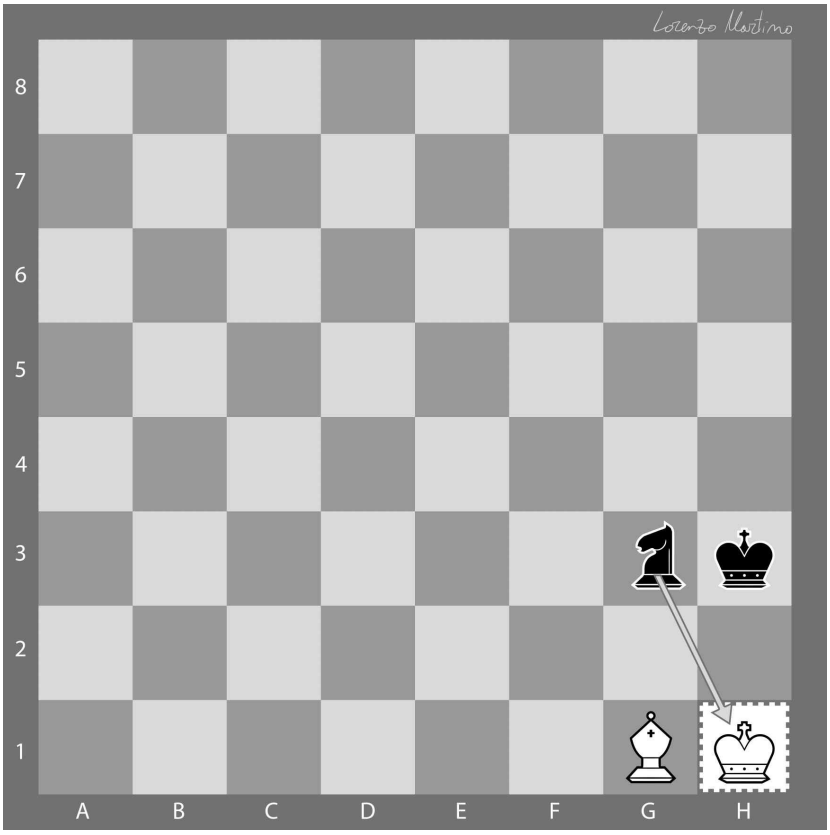


Diagram 1.7

Understanding

You may offer your adversary a draw. If you would prefer to offer a draw the right way, you should offer it after you have taken action.

In the event that you offer it erroneously (i.e., if it is your turn however you have not taken action), your adversary can request that you take action first and afterward consider the draw offer.

"In the event that your adversary offers you a draw, attempt to work out why he believes he's more awful off." — Nigel Short

At the point when somebody offers you a draw, consider the big picture, prior to making your choice.

As a rule, when somebody offers you a draw, this is because (1) they may indeed be in a draw position, or (2) they are tired of their position and the expectation you will acknowledge. Chess is a thinking game, so ensure you look at all your choices before you concur.

If you consent to a draw, the game has reached a conclusion, and the two players get 0.5 focuses.

In the event that you decay, the game proceeds.

Competition realities:

- You can offer a draw a limit of multiple times, yet it wouldn't be surprising if on some chess occasions it is pretty much as not many as one.
- In genuine competitions that offer prize cash, you can offer a draw simply after 30 or 40 moves (this forestalls prearranged draws).

50-Move Rule

The 50-move rule becomes effective when no Pawns have been moved or no pieces have been caught in 50 moves. Unfortunately, note, the lone path for you to demonstrate this is by recording your moves or having a referee watch the game.

For what reason was this rule made? This guideline was set up for those incapable of checkmate without a ton of help from additional pieces. There have been numerous situations when one side has just a King, while the rival has a King, Queen, two Rooks, and different pieces yet still does not have a clue how to checkmate.

We should tally 50 moves to guarantee the game does not go on for eternity. This likewise puts the triumphant side under the gun to make a success in a couple of moves as could really be expected. In the remote chance that you need to reset the counter, you should simply move a Pawn or catch a piece.

CHAPTER 13:

The 5 Most Common Mistakes Among Beginners and How to Avoid Them

LOSING YOUR PIECE FOR NOTHING

Capturing one of your opponent's pieces (or having one of yours captured) is a normal part of the game. It is common for players to bait their opponent to capture one of their pieces because another piece is guarding that square in case it is captured. If you should lose a piece, the opponent should also lose one of theirs. However, it can be costly for a player to lose any piece but don't get anything in return. This situation can be treated as if they gave something to the opponent for free.

A player should look at all areas carefully so that having a "hanging" piece can be avoided. This is a mistake that you want your enemies to commit, as it can give you an advantage.

LOSING A PIECE WITH HIGHER VALUE

It was mentioned earlier that having one of your pieces captured for free is bad. This opens the idea that you should at least get something in exchange for that piece. However, this doesn't mean that we should settle for pieces that have a lower value. Capturing an opponent's piece with a lower value than ours is not good either. If the game drags on and this trend of getting an "uneven trade" continues, the player whose higher value pieces are traded for lower value ones will end up with a deficit and eventually lose the game because their power is significantly reduced. Players should remember that even though capturing multiple pieces can help them get an advantage, being able to target and capture high-value pieces is still better. You should base your trade in pieces by assessing their value, not on how many can be captured in exchange for a high-value piece. Even if you can capture three pawns, it would still be an uneven trade if your queen or rook get captured

because of those small pieces.

YOUR PIECES ARE OUTNUMBERED

It is common for a player to offer one of his pieces as bait so that he can capture anything that attempts to capture that piece, especially if a piece with a higher value will be involved. However, there are times when a piece is not guarded enough. If the opponent sees an area that does not have enough protection, he will surely exploit that weakness. He may even be willing to sacrifice some of his lower value pieces just so he can capture your higher value pieces. In this case, it is important to defend possible weak areas more.

By doing this, your opponent will hesitate in capturing one of your pieces.

MAKE COUNTING A HABIT

This can only be done by always counting your points and comparing these to the opponent. By doing so, you can tailor your tactics so that the game will have a more favorable outcome for you.

The number and kind of pieces available can also shape your strategy. If you have way more pieces than your opponent, you can use your pawns as bait to trap and capture higher value pieces. On the other hand, your opponent's strategy will also change and he will be focused on avoiding traps so that he can preserve the few pieces that he has.

All of this becomes possible if a player knows how to count.

CONTROLLING THE CENTER OF THE BOARD

Every piece in the game reaches its full potential once it gets to the center. This area connects one side to the other. The range of each piece is also significantly improved if it is in the middle.

HOW TO AVOID BASIC MISTAKE

No one has ever become a grandmaster chess player overnight, or after reading one book or watching a few hours of YouTube tutorial videos. It takes constant practice, study, and personal commitment. However, there are a few simple things you can do to improve your game right now.

Too much play: While it may sound paradoxical, practicing too much will eventually lead to diminishing returns. When playing a game, it is important to use what you have learned, put your study into practice. In order to improve, you must use each game to test what you have learned and see how much of it is correct. By playing too many games in a row or too close together, you will not give yourself time to learn from your mistakes. What is worse, you may make the same mistake several times without realizing it and begin to internalize faulty patterns of play. Allow yourself plenty of time to develop new creative ideas and learn the proper strategy and you will see a notable improvement.

A little knowledge may be dangerous: When studying chess theory heavily it can be tempting to get out and play as you move through the work, as you will be tempted to put what you have learned into practice. However, it is always better to absorb the entire work before trying to put a new theory into practice. Going in half-cocked will only lead to incorrect plays and might cause you to discard the theory without exploring what you did wrong.

Too much study: If you study the same topic or theory for too long you will not be learning anything new, and it is the same with repetitive exercises.

You can learn so much without doing and there will come a time when you have internalized a theory or movement pattern as well as you will ever be able without giving your mind a chance to act as well as to learn. When it comes to the question of quality or quantity, ensure that quality wins out every time.

Organize your study habits: No matter how serious you are about learning all there is to know about chess, if you do not pursue the course of study in a serious, organized manner then it will all be for naught. Many new students bounce from one method to another without giving either a full chance. The result is a patchwork of occasionally conflicting ideas half-remembered and cobbled together.

While the results might sometimes yield unexpected success, more often than not, a complete measured approach will allow for more effective forms of improvising. Start with one form or master that you appreciate and do

everything you can to learn about that one topic. Eat, sleep, and breathe it, that way, when you move on to the next you have a significantly higher chance of actually remembering the tips and tricks you learned. Remember, patterns are key, and trying to absorb too many at one time will only lead to disaster when you can least afford it.

Strive to learn actively: While skimming books or websites, while watching videos on how to improve your chess game might feel like multitasking, the reality is the opposite. By applying all your attention to a single form of study and engaging in the subject actively you will get more from it. Watch games and analyze the moves, if you don't understand why a specific play was correct or incorrect seek out the answer. This form of learning will certainly take more time but will allow you to better understand a wide variety of positions. Remember, if you ever want to be able to consider yourself a chess "expert" it will take years and years of study. Learning chess is a marathon, not a sprint, if you try to do too much too fast then you will only succeed in burning yourself out.

Don't worry about your rating: Chess players are rated based on tournament participation from a beginner with less than 1300 points to the Top Grand Master with over 2600 points. As rating increases, it becomes tougher to gain additional points and thus earn additional ratings. If you are worried about your rating while still actively learning the ropes, stop. Your rating isn't going anywhere and constantly focusing on it will lead to losses being viewed as failures instead of valuable learning opportunities. While you are learning you will lose more games than you will ever win and not taking the opportunity to learn from these losses will deny you innumerable valuable lessons.

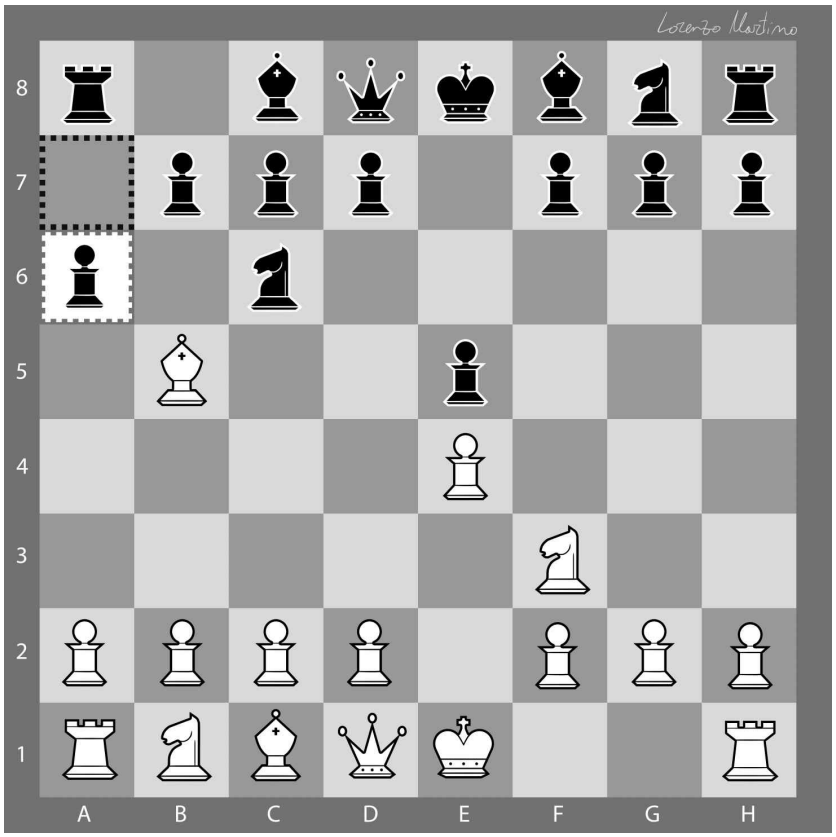
Have fun playing chess: Perhaps the most important tip for anyone looking to drastically improve his or her chess skills. If you are not having fun every single game, then there is no point in pushing yourself any further. Do not take chess too seriously, after all, it is still just a game and few people will ever be in a situation where a game of chess comes down to life or death. If you focus too much on the importance of any individual game you will begin to tilt or lose your focus in such a way that it becomes easier for you to make less-than-ideal plays. Stay on the tilt too long and even a game that seems

already in the bag can turn around completely.

CHAPTER 14:

Special Chess Moves

Ruy Lopez



Spanish Opening is the other name of Ruy Lopez. The three beginning moves in this opening are:

1. E4

   e5

2. Nf3

   Nc6

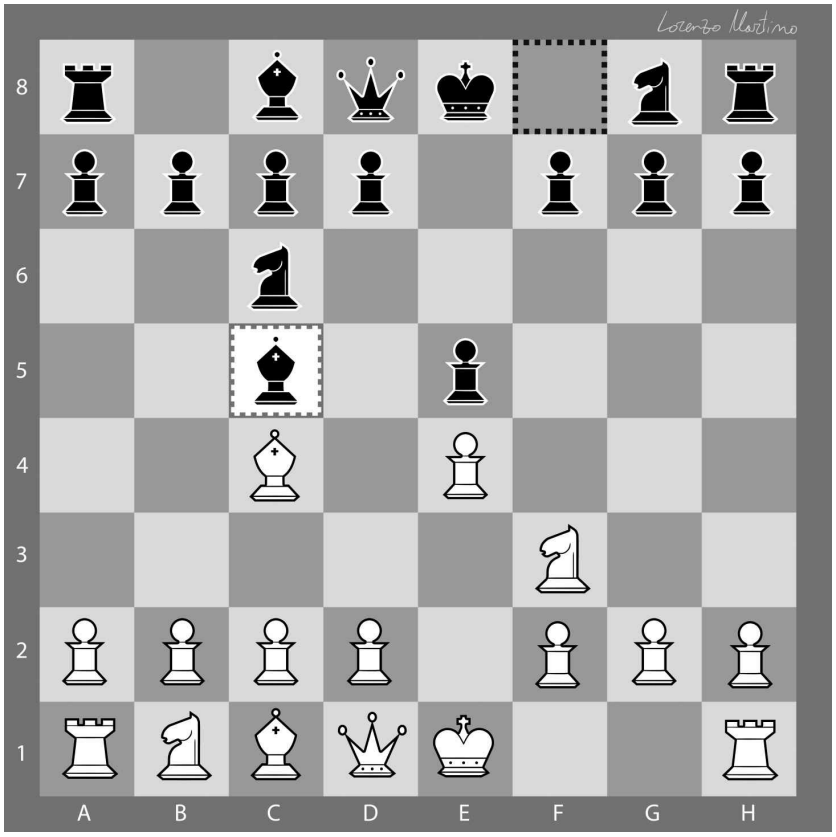
3. Bb5

The name of the opening is gotten from a Spanish priest who lived in the sixteenth century, as he was a genuine devotee of the game. It is considered as one of the oldest moves in the history of this game. Lopez used to record the moves in his diary after intently contemplating the openings of chess. He has utilized more than 150 pages for the documentation of openings throughout the entire existence of chess. Despite the fact that this move has his name, it is viewed as a more seasoned move that grew even before he was conceived. The verification to the assertion is that this opening move has been referenced in a Gottingen original copy of 1490.

On account of Jaenisch, a Russian Theoretician in mid of 1800, this move appeared up to that point, Lopez's opening was notorious. Numerous Grandmasters utilize this opening, as it is a liked move of the current age players.

The White authorizes a possible pin by utilizing the d-pawn or Knight, and the manor is actuated as the open assault is dispatched. The Black is compelled to move its e-pawn to d4 by the opening of the White.

Giuoco Piano



This kind of opening move is otherwise called a 'Tranquil game.' The Bishop of the White is utilized for the assault. The counterattack by the Black is done effectively by making utilization of moves, for example:

1. E4

   e5

2. Nf3

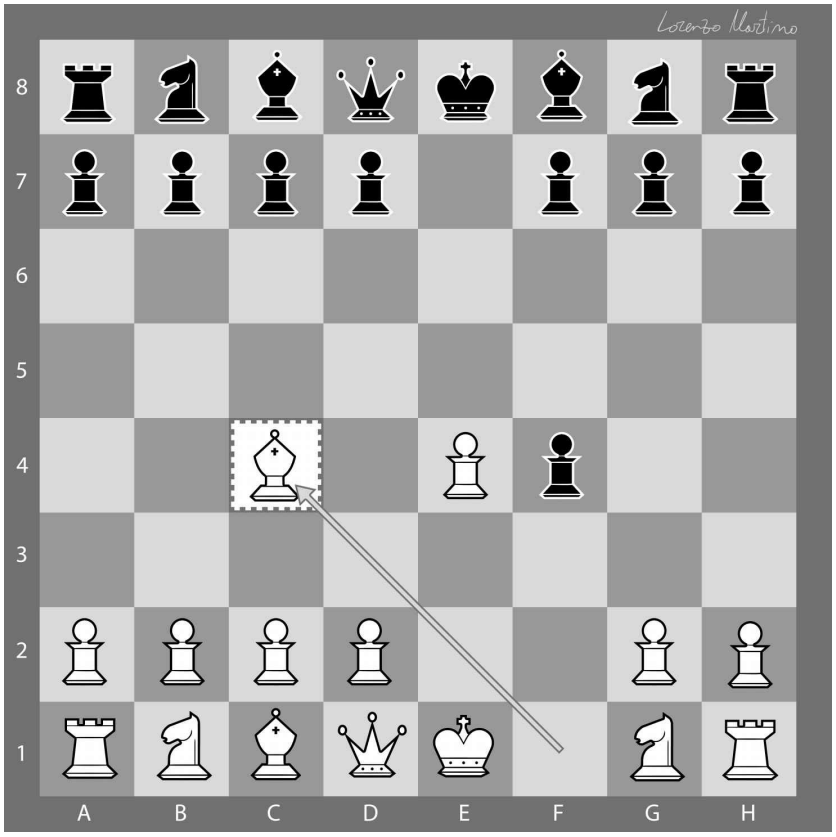
   Nc6

3. Bc4

   Bc5

The game becomes detached when the White handles by moving to d3. Such a move is known as 'Giuoco Pianissimo' or 'The Quietest Game.' But the move can be Evans Gambit when the White moves to b4 rather than d3. This move encourages pawns' trade for gaining admittance to the board's center, and the Queen's Bishop is opened and good to go.

King's Gambit



This was the most loved move of 1800's players as it was the most utilized opening move. The White will trade a pawn for dealing with the game promptly by taking the lead. The Black can handle the move effectively with no misfortune. Subsequently, King's Gambit is not, at this point a lot of users in the expert level games of today. The moves to open with are:

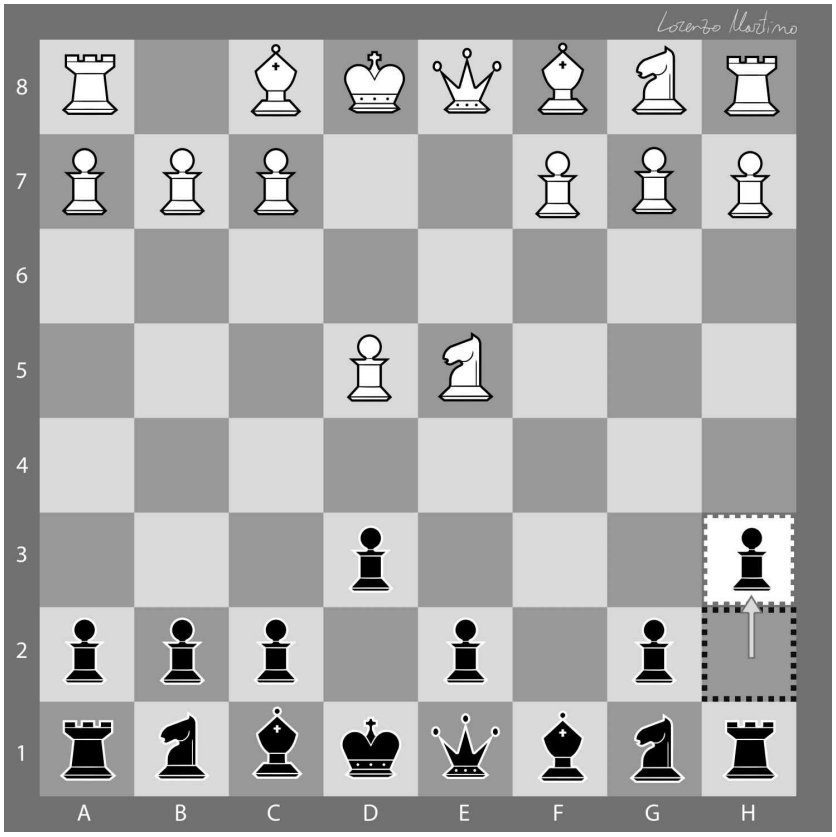
1. E4

   e5

2. F4

   The accompanying move will be exf4 for the Gambit.

Sicilian Defense



The generally utilized move of the Grandmasters and the opening move will be:

1. E4

   c5

As an answer, the Black will attempt to assume responsibility for the center by bringing into play the c-record instead of rehashing the moves of the White. Such a move will confuse the play as the example of the pieces may take any course. The Black will catch the white e4 pawn by taking the Knight to f6 and Bishop to b7. Black will cherish a transition to d5 without danger.

There are different choices in Sicilian Defense whenever dissected intently concerning the moves. Usually, the most utilized move is the “mythical serpent”, which starts with.

1. E4

   c5

2. Nf3

d6

3. D4

   cxd4

4. Nxcd4

   NF6

5. Nc3

   g6

The name is the arrangement of the black pawns. After the moves, it looks like the state of the winged serpent.

'Najdorf' is likewise a renowned alternative that is like the mythical beast. The lone distinction between the choices is the last advance.

1. E4

   c5

2. Nf3 d6

   D4

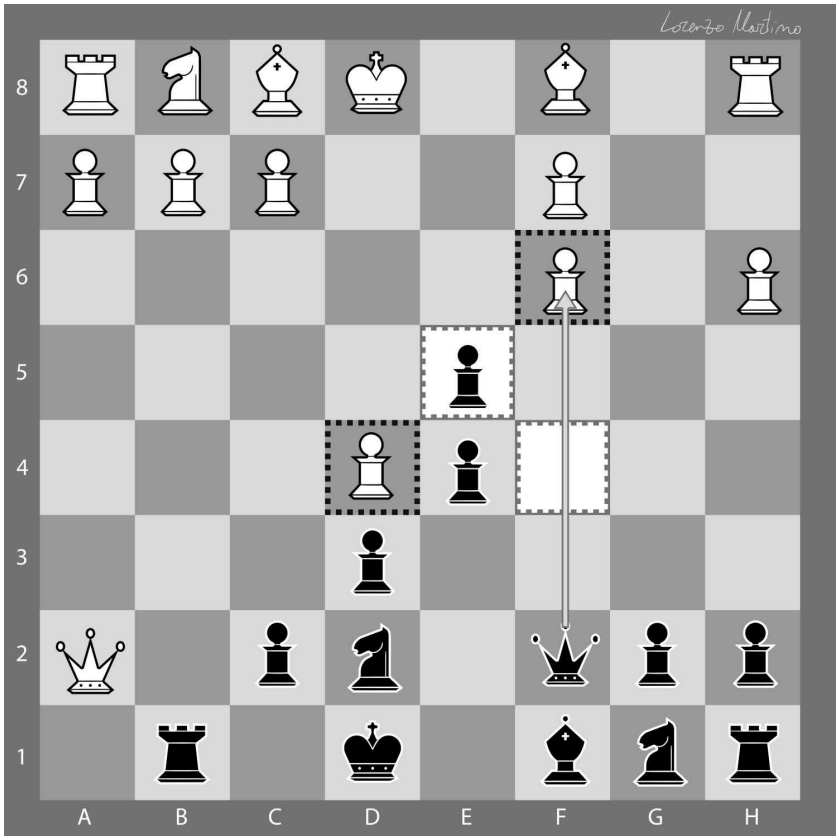
4. cxd4

   Nxcd4

5. NF6

   Nc3 a6

French Defense



Black gives a window for the White to work in the center as in the time being, and Black will have a divider around its pieces with the pawns' assistance to shield. The opening moves will be:

1. E4

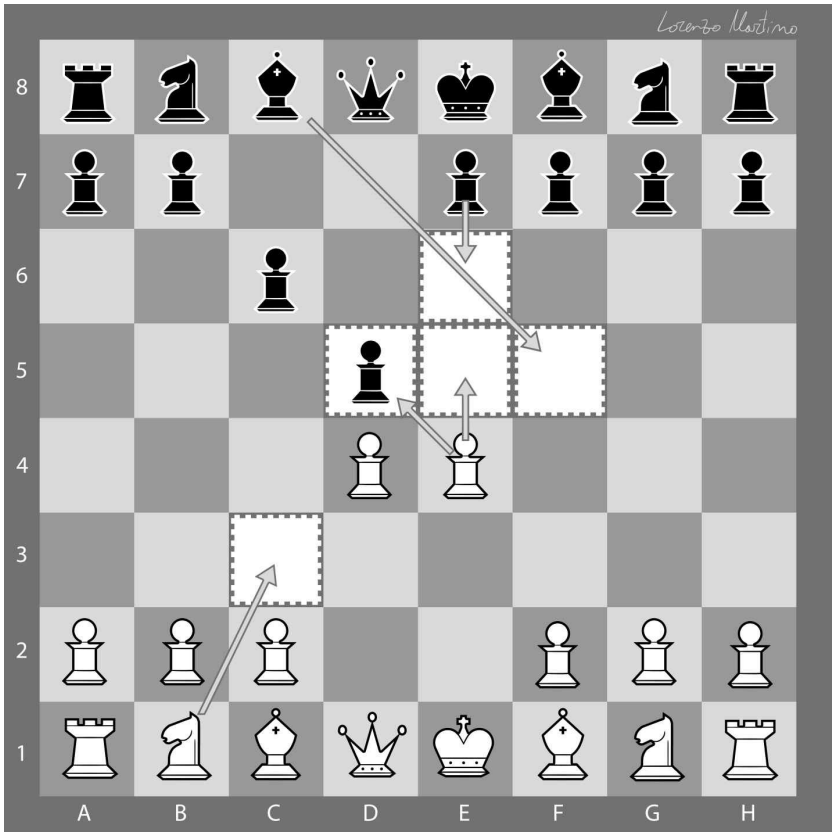
   e6

2. D4

   d5

As the game continues, either gathering's pawns will contend to have power over the game as the lead swings to a great extent. The two players hope to beat the other to acquire a more noteworthy situation in the game. The transition to e5 is normal from the White, and a transition to c5 or f6 is normal from the Black. The Queen’s Bishop of the Black is known to the 'French Bishop' as it is usually caught in this opening kind.

Caro-Kann



The Black gives a blank area to catch the center as the Black moves to the d5 by utilizing the pawn. This opening is much the same as the French Defense with an additional move. The moves to begin with are:

1. E4

   e6

2. D4

   d5

3. Nc3

   dxe4

The pawns of the White are assaulted by the Black to acquire his pieces to assume responsibility for the board. Such a move is not a piece of French defense if contrasting both the openings. Black will end up playing an inactive game with the desire for White making a minor misstep to get into the game once more.

Center Counter

The 'Scandinavian Opening' is the other name of Center Counter that opens with:

1. E4

   e5

What's more, the following move will generally be exd5 Qxd5.

Pric or Modern

Generally referred to by the names, for example, Pric or Modern, it begins with both of the accompanying two moves:

1. E4

   d6

Or

1. E4

   g6

The variety of Modern Defense can start with:

1. E4

   g6

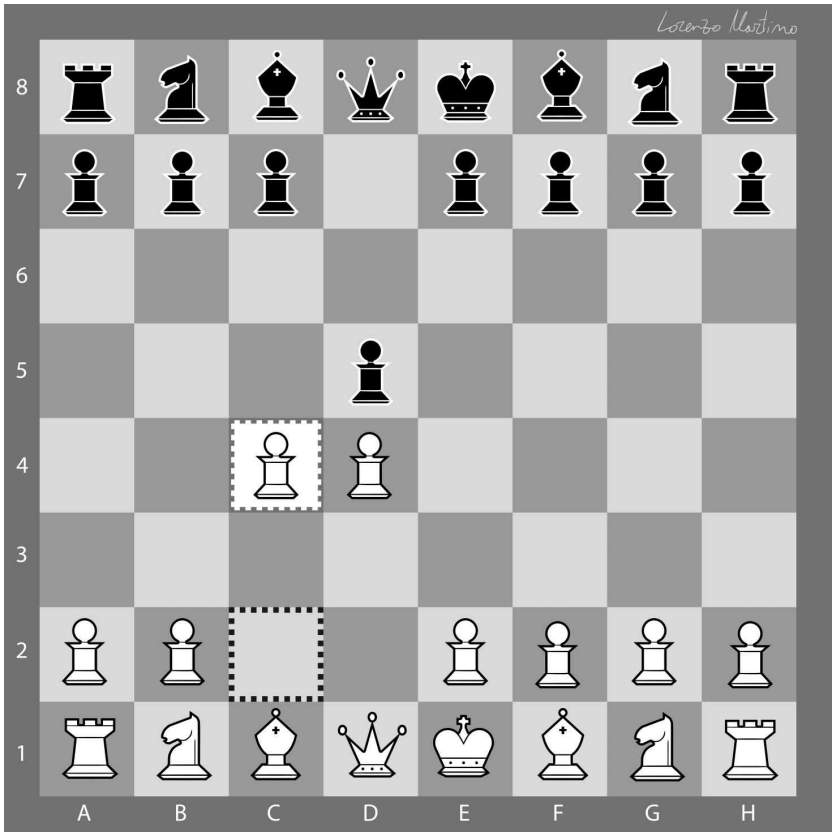
2. D4

   Bg7

During the 1930s, this move was viewed as an inadequate move. However, since the 1960s, the danger-taking players have played this move. The White is allowed to utilize the center by the Black to outmaneuver the White all the while.

A particularly interesting move needs a ton of boldness, as the center is not in the player's control.

Queen's Gambit



The opening moves of Queen's Gambit are:

1. D4

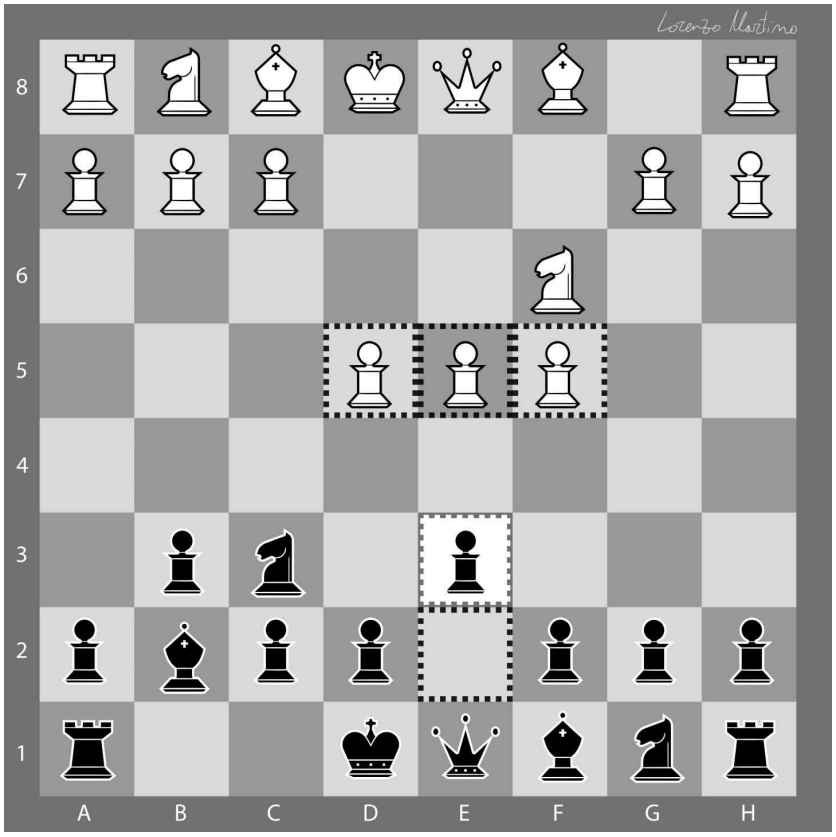
   d5

2. C4

The trading of pawns will be the choice for the White. Though the Black is left with different choices, for example:

1. Dxc4 - the hazardous move where the Queen's Gambit is acknowledged
2. Nc6 - known as the 'Tchigoran Defense'
3. E6 - ending up in 'Tarrasch Defense.'
4. E6 - 'Orthodox Defense'

King's Indian Defense



In the opening of this strategy, the Black assumes the dark horse's part by allowing the White to overwhelm the center to misuse the favorable position acquired by the White to dominate the match. Numerous Grandmasters utilize a particularly opening regardless of being hazardous. The opening moves include:

1. D4

   Nf6

2. c4

   g6

3. Nc3

   Bg7

At that point, the answer of Black will be c5, and White will move to d5. Following this, Black will reclaim the piece to e6 and afterward to b5.

Queen's Indian Defense, Bogo-Indian, and Nimzo-Indian

These three kinds of Indian openings of defense have a comparable beginning move, for example:

1. D4

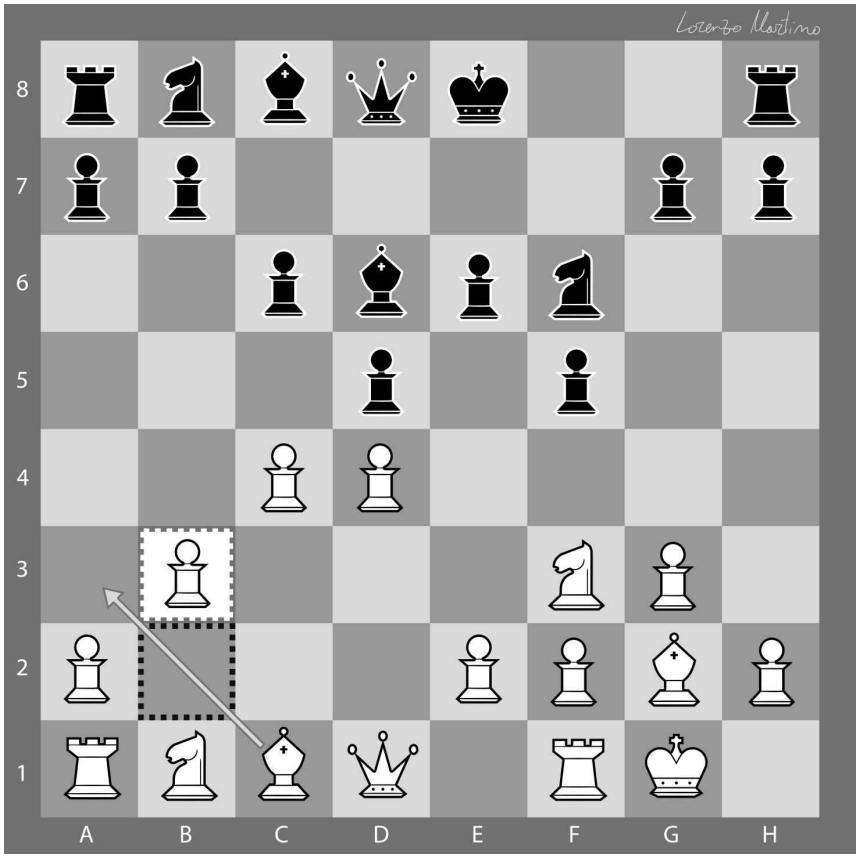
   Nf6

2. c4

   e6

Nc3 Bb4 is trailed by Nimzo - Indian, as the pawns of the White will attempt to control the center with the incredible pieces simply behind the pawns.

Dutch Defense



The underlying move will be:

1. D4

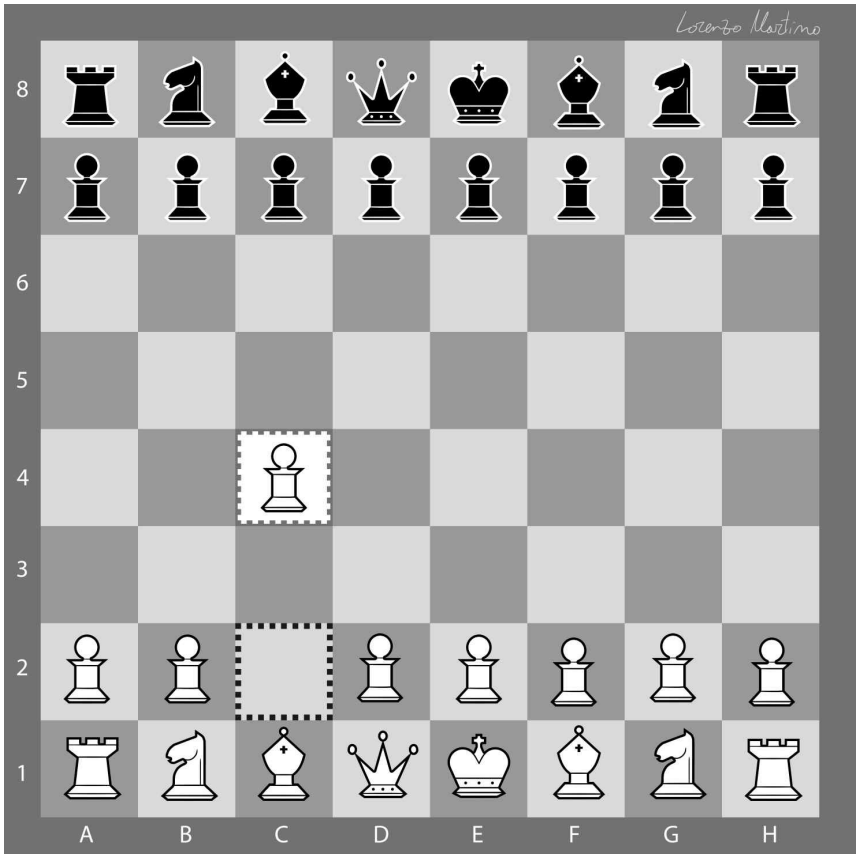
   f5

The Black's assault is dispatched to continue towards the white's king

alongside overcoming the military bits of the White in the underlying phase of the game.

Then again, simultaneously, the Black's weakness is uncovered when the assault is on from the earliest starting point. The f-pawn of the Black will be a block for different pieces to assume responsibility for the center.

English Opening

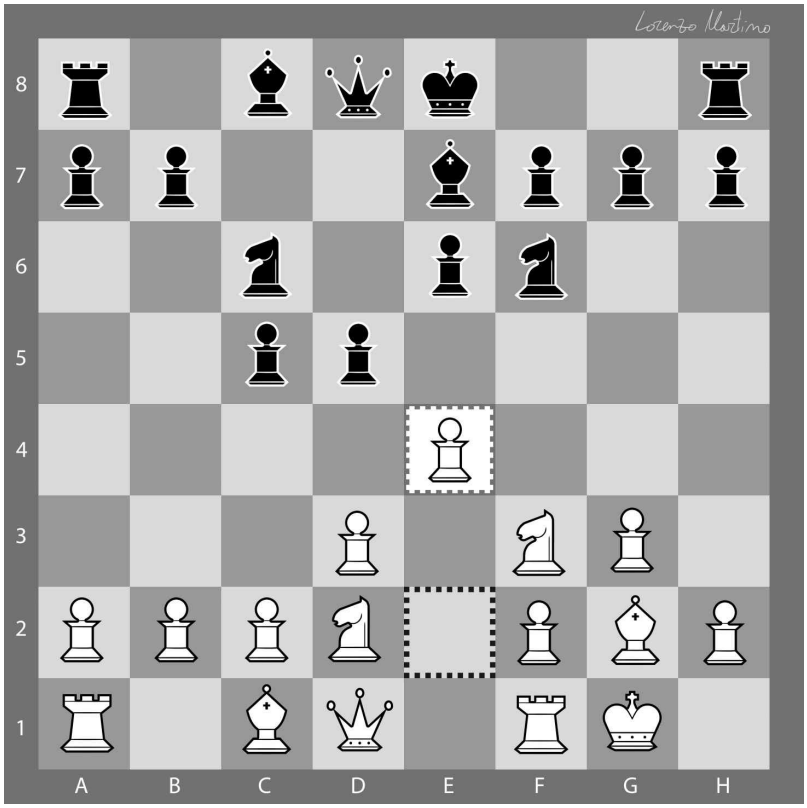


'Flank move' is the other name of the English opening, which has a novel opening, for example:

1. c4

The endeavor to assume responsibility for the center is made of White by taking charge of the sides. However, c5 is the choice left for the Black as a counter.

The King's Indian Attack



To give a sound answer to King's Indian Defense, this assault is played to acquire an edge over the opponent. The grouping of play is:

1. E4
2. Nf3
3. G3
4. Bg2

The White has the advantage with these moves. The Black will utilize the French Defense or Sicilian Defense to handle the solid opening move of the White. By and by, Black cannot outperform White, as the opening move is more grounded to handle the Black counters. The center may observe a cruel play, as numerous pieces could be lost in the assault for both the players.

CHAPTER 15:

Why Visualization is So Important in Chess

What is a visualization skill?

In chess, visualization is the capacity to find in your brain the positions arrived at by making certain moves (without making them on the board) and seeing them so clearly you can precisely think about the ramifications of each new position.

Has this consistently happened to you?

- In the center of a match, do you take a gander at similar variations once… twice… ordinarily?
- Have you at any point delayed in light of the fact that you were reluctant to commit an error?

Numerous players need solid chess visualization skills. Their certainty and at last their outcomes endure along these lines.

Visualization is a fundamental skill that you need if you want to progress from being a beginner to an expert chess player, or in the event that you simply need to beat every one of your companions and adversaries and dazzle them with your capacities.

So, if you are trying to improve your chess, do not disregard the significance of improving your visualization skills.

Issues You Face When Your Visualization Skills Are Bad

Here are the common signs that demonstrate you should not chip away at your visualization skills:

- You will in general figure lines again and again in your mind since you just don't confide in your own computations. Subsequently, your time with the executives endures and this may even reason

nervousness.

- You battle to monitor all the ramifications when you attempt to picture more than 2 or 3 pushes forward. This damages your certainty and eases back you down significantly more.
- You once in a while make senseless bumbles due to something that mysteriously escaped your attention at the time.

Fortunately, you can beat these issues and become a vastly improved chess player, basically by improving your visualization skills.

How is it to Have Excellent Chess Visualization Skills?

Envision briefly that you had the option to imagine numerous pushes forward and consider the results sometime before you really take the actions on the load up.

The impact this skill would have on your gameplay is huge:

- You stay quiet all through the game since you confide in your counts. Obviously, you should never become pompous; however, a quiet mentality can advance a viable point of view.
- You are ready to design moves that your rival simply does not see, and they appear to walk directly into traps you set. You have a momentary advantage over any player who cannot imagine the moves just as you can.
- You seldom commit goofs and errors that cause you to lose games in a split second. All things being equal, you experience a huge improvement to the profundity and speed of your strategic examination.
- You save bunches of time on the clock–since you do not have to compute variations again and again in your brain.

As should be obvious (a play on words planned), visualization is "the skill" that will take your game higher than ever! It will get you genuine positive outcomes a brief timeframe outline, assisting you with prevailing in chess.

So, as you've probably already understood, visualization plays a crucial role in the entire thinking process, and since chess is a thinking game, you can't help but train it.

At each progression in your thinking process, you will depend on your capacity to "see" unmistakably in your brain your potential moves and their suggestions, before you really take the actions.

At the point when you generally become excellent at visualization, everything becomes clearer. This is the reason you will likewise encounter your capability in different zones normally trailing creating solid visualization skills.

CHAPTER 16:

Effective Visualization Training

Visualizing the Chessboard

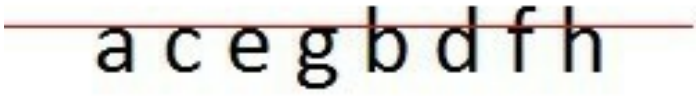
The principal activity is to get familiar with the shade of each square; it will help you in numerous different parts of visualization. Luckily, there are a few signs or helps in the plan of the chessboard to assist with this assignment. At the point when you took in the principles of chess, you may have gone over the expression 'white is right' to remind you how the board ought to be organized. Starting from this assumption, you know that h1 and a8 (the squares on the right of each player) are white. If you also consider that black and white squares alternate, and that there are 8 squares in each record and rank, it should be easier to mentally visualize that a1 and h8 (the squares opposite h1 and a8) are black.

Keeping these basic board features in mind, you can also easily remember the color of the squares along the diagonals that run from one corner of the board to the other. If a1 and h8 are black, so are b2, c3, d4, e5, f6, and g7.

Otherwise, a strategy or model to recognize a square's tone without fundamentally remembering it is as per the following: envision the files have numbers rather than columns, so a, c, e, and g will be odd (1, 3, 5 and 7), while b, d, f, and h will be even (2, 4, 6 and 8). Presently make a standard that record column blends of even-even and odd-odd make Black, while any even-odd mixes make White. How about we take c7: c is an odd line, 7 is an odd number, odd-odd make Black, so c7 is a Black square.

Presently, not every person can rapidly make an interpretation of a letter to a number. In any case, the example recognizers among you may have seen something about the gathering of “odd” record letters and the gathering of 'even' document letters. Would you be able to see it? Correct, the levels all have an upward 'expansion,' while the chances don't; they're simply “half-tallness.” Utilizing this information, it very well might be simpler to see that

an 'expanded' letter with a considerable number is Black, just like a “low” letter with an odd number.



Observe how a, c, e, and g stay underneath the line, while b, d, f, and h reach out above it.

Whenever you have memorized the square color, or have discovered a strategy to rapidly work out a square color, you can proceed onward to the activities.

Exercise 1: Become aware of the shape of the battlefield: You are going into a fight when you play chess, so you best become acquainted with the lay of the land, the chessboard.

> **Part A:** The extent of the land. This first exercise slips you into visualization. To begin with, envision a vacant chessboard before you. Presently imagine the four corners individually. Say the name, or organizes, and the shade of each; a1 black, a8 white, h8 black, h1 white.
>
> **Part B:** The central ground and the rivers and roads. Imagine the four center squares; d4, d5, e4, e5. Get down on their tones. At that point, run along the two diagonals getting down on each square and its tone. At last, make a cross with one of the center lines (4 or 5) and one of the center documents (d or e), again getting down on each square and its tone. At the point when you cover a square for the subsequent time (say d4 or e5), at that point say to yourself that you have been there previously.
>
> **Part C:** The side roads. Think about any square — as usual, when you think about a square, quickly say its tone as well. Presently name the two diagonals it sits on. For instance, d2 — black. Diagonals are c1-d2-e3-f4-g5-h6 and a5-b4-c3-d2-e1. Obviously, since all squares on a diagonal are a similar tone, there is no compelling reason to say 'black' after each square.

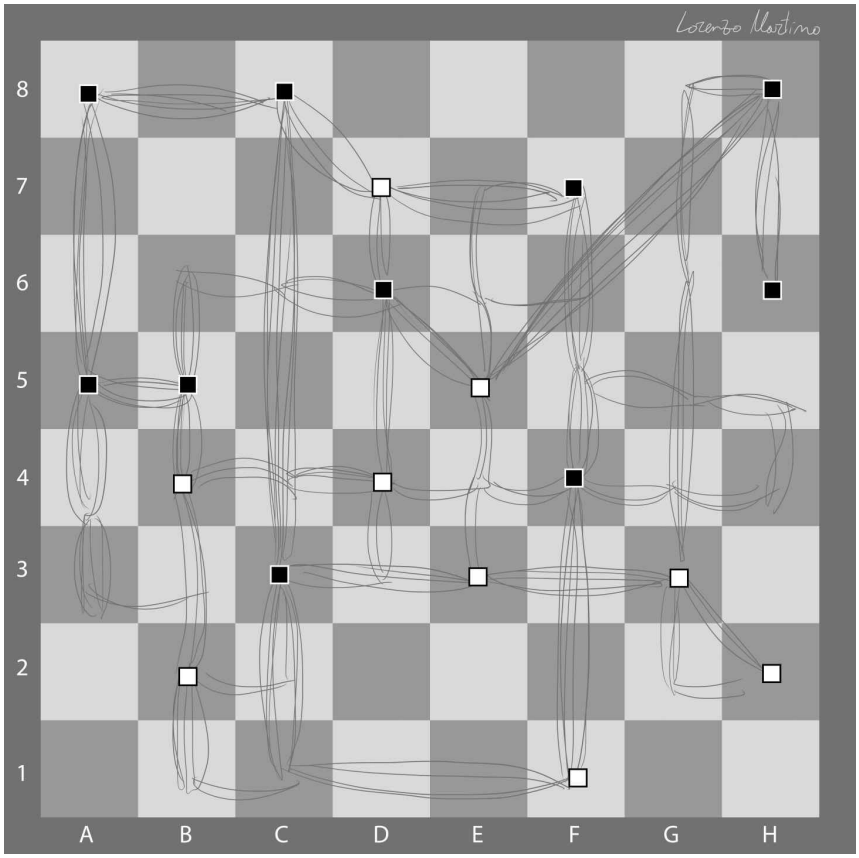
Imagining the Pieces

Exercise 2: Introducing the armies. Intellectually place each piece and pawn on its right beginning square. Start on a1 with a white rook, getting down on the piece, the square organizes, and its tone. Whenever you have set up the entire board, assembling the image of the board as you came, get taking the pieces going. Again name the piece, square and shading.

Exercise 3: Running the length. Spot a knight on any square in the primary position. Suppose c1, black. Choose a square on the eight positions, say f8 black. Move the knight at all number of moves to the selected square, getting down on the directions and shade of each square the knight arrives on. For our model that may be c1 black, b3 white, c5 black, e6 white, f8 black. Presently follow your means back to your beginning square; f8 black, e6 white, etc.

Exercise 4: Surrounded! Picture any square. Presently name the squares from which a knight would have the option to assault that square. Say your square is d7 white. At this stage, you'd have to look at b6, b8, c5, e5, f6, and f8. Since knights consistently change square shading when they move and your beginning square was white, at that point all the squares you name in your answer should be black.

Exercise 5: A fight, not a war. Spot two pieces at the forefront of your thoughts' eye chessboard. Make it two unique pieces, for instance, a queen and a rook, or a bishop and a knight. Name the square and shading they start on — you pick where they start. How about we make it a rook on c7 black and a bishop on a3 black. Say whether each piece assaults the other – no for our model. Presently take a lawful action with one of the pieces and do likewise; name the square and shading each piece is on and say whether they assault one another. For instance 1. Rook e7 black, the bishop on a3 black, bishop assaults rook, rook does not assault bishop. Do this however long you like. In the event that it turns out to be excessively simple, add a piece. Perhaps move two of the pieces rather than only one.



Visualizing a Game

Exercise 6: Advanced, stop. From the beginning position, envision the initial not many moves of your number one opening. Suppose you go for five moves. Presently visualize what the position resembles after those five moves. At the point when you have that position set in your psyche, utilize a genuine chessboard and spot the pieces in their position. Try not to take the actions, simply place them where they ought to be after move five. If five is too much, start with one and move your way up as long as you can.

Exercise 7: Are you threatening me? Driving on from the past exercise, again visualize the situation after your picked number of moves. For each piece and pawn on your side, name each resistance piece or pawn which it assaults, just as the square name and color that resistance piece sits on. Try not to stress over trade esteems, simply assaults. In the event that you feel like it, do likewise from your adversary's perspective.

Exercise 8: Enjoying your first day of chess? From the beginning position, play three or four abnormal moves. Suppose 1. d3 h5 2. g3 Na6 3. Bh3 Rb8

4. Kf1 Rh6. Presently stand firm on that footing in your brain and locate the best move for White. In this model, it would be 5. Bxh6.

Playing Blindfold Chess

Exercise 9: This implies war! At the point when you are OK with envisioning the chessboard, the pieces, and their movements, just as scraps of games, it very well might be an ideal opportunity to play a game of blindfold chess. You are probably not going to get past a full game from the outset, so utilize the stunts you have adapted up until now. Rehash practice 6, playing a game in your psyche for say five moves; at that point check whether you can set up the situation on the board. Presently begin adding two moves all at once and perceive how far you can proceed into a legitimate game.

CHAPTER 17:

Improve Your Chess Level: From Beginner to Pro

In case you want to efficiently and significantly improve your chess abilities, you will require a work plan. This appears to be a lot easier than it is. Players have various inclinations: some like openings, some really like to settle strategies, while some prefer to play. Notwithstanding, to accomplish advancement, you should work deliberately on all phases of the game.

When you choose to make a work plan, you are now above and beyond on your improvement venture. At this stage, you ought to consider getting a mentor. In the event that you as of now have one, fantastic. If not, attempt to get a decent one. Know that price is not an assurance of value. By and large, higher-named players improve through mentors. They have a more profound comprehension of the game and can make chess standards more obvious. There are exemptions obviously, yet when in doubt: A Grandmaster knows considerably more than a Master.

Talk about your work plan with your mentor and let him assist you with making it. If you can't afford a mentor or you basically don't need one, you'll need to make an arrangement yourself. Here are a few pointers.

You must first ask yourself: how long will you put resources into chess?

It is basic you partition that time among all various sections of the game.

Openings

Working on openings does not really mean checking all games played and memorizing all the moves. It does not mean you should peruse an opening book and concentrate everything from that point all things considered. There is considerably more to it.

Most importantly, the circumstance depends on whether you have an opening collection. If you have one, you should need to improve it by adding a portion examination or broaden it by adding a few sidelines. Make certain to continually check for new games played in your lines. Quest for groundbreaking thoughts thinking carefully just as your chess motor. Regardless of whether you do not discover anything valuable, you will get comfortable with this opening and you will improve your comprehension of it. You should not disregard your openings and need to refresh your opening base much of the time. In the event that you actually do not have an opening collection, you need to begin by adding pleasantly coordinated openings. You ought to acknowledge, you need to cover all conceivable opening decisions of your opponents. If you are going to add an opening to your collection, you should initially check all the new games played by solid players utilizing this opening. Focus on the middlegame structures which emerge from its utilization. Inquire as to whether these positions suit you and whether you need to play them. If the appropriate response is positive, at that point work on finding the fundamental lines. The best guidance is to check the most recent games played by Grandmasters. It is practically sure they were decidedly ready in the particular lines and are fully informed regarding current line advancements. After you have done such, keep your lines refreshed and continue to look for upgrades.

Middlegames

Contemplating middlegames is firmly associated with considering openings. From your openings, some normal middlegame pawn structures, for example, disconnected pawn, hanging pawns, and hindered center — will emerge. Pose inquiries and speak with players. These days, you have a lot of opportunities to talk with chess Grandmasters - regardless of whether it's on Twitch or your favorite chess application. Maybe you have a few Grandmasters visiting your favorite chess club? Attempt to think of solid inquiries to pose to them. Try hard not to be excessively forceful, yet do not get debilitated in the event that you don't find your solutions right away.

Focus on open and shut situations, inverse side palaces, and positions with a couple of bishops. Like openings, you can look for groundbreaking thoughts in middlegames too. You should arm yourself with the information of

perceiving your positional shortcomings and qualities just as that of your opponent's. Attempt to see great and terrible pieces, where they should be, and whether they should be traded. By learning these things, you will set an establishment for middlegame key arranging.

Endings

When considering endings, you should begin from the rudiments. In the first place, you need to examine simpler theoretical endings with fewer pieces and gradually advance to more perplexing ones. In the event that you study endings from Keres or Fine, they will give you an awesome base and show you all the important rules that you should know. Progressed endgame strategies are just usage of each one of those standards joined by good computations.

Computation Technique

To improve your computation strategy, you should organize the idea in an orderly way. A beginner or even a middle-of-the-road player computes his moves and usually starts by looking at the principal move. He sees something he does not care for, at that point hops quickly to a subsequent move. In the middle of his computation, he sees a third choice, takes a gander at it for a moment, at that point returns to the main move. He at that point sees a fourth choice... etcetera. Do you perceive yourself in the present circumstance?

Try not to worry, we have all been there.

What you should start doing first is building up to move up-and-comers. Take a gander at checks and trades first before moving onto different prospects. After you have done as such, begin ascertaining! Move to the second move up-and-comer when you have assessed the first. This is a method depicted in the A. Kotov book "Have a similar outlook as a Grandmaster." It will give you an incredible premise on the best way to improve your figuring. Take a piece of paper, set a middlegame position, and begin computing. Record all you see on this piece of paper. If you do it correctly, you should assemble a tree with every count that you make. Set a period limit for yourself and consistently do this practice over the board. Try not to do it on your PC, your telephone, or straightforwardly from a book. The element of the board is

extraordinary, and this assumes a vital part once you play in an OTB competition.

Addressing Puzzles

Settling puzzles is firmly associated with ascertaining abilities improvement. The riddles could be partitioned into "simple genuine game riddles" and "troublesome genuine game riddles".

Simple Real Game Puzzles

These riddles by and large have a forced character and are addressed inside 0-5 moves. When you play a chess game in a competition, you will see the genuine benefit of tackling such riddles. They will set you up for spotting chess calculation and average attacking themes gracefully. They will likewise place you in a serious perspective, where you will look for each position as though there was a forced mate.

Troublesome Real Game Puzzles

These are useful for improving your figuring method since they frequently include strategic and positional themes. Best to do them over the board. This is the nearest you will go to the genuine game circumstances.

Appendix:
Algebraic Chess notation:
How to Read & Write

Each square on the chessboard is relegated to an extraordinary code. The segments (documents) of squares beginning from the furthest left section on the Queen's side going to the privilege are named a-h while the columns (positions) beginning from the White's side are numbered 1–8. The coordinate letter-number pair distinguish the situation of a piece. For example, the white Queen's beginning position is on d1 — the square situated on the fourth document and first position. The black King's gazing position is on e8 — the square on the fifth record and eighth position. You will utilize the accompanying standard images in perusing or recording chess games:

- K
  King
- Q
  Queen
- R
  Rook
- N
  Knight
- B
  Bishop
- x
  Captures
- +
  Check

- ++ or #

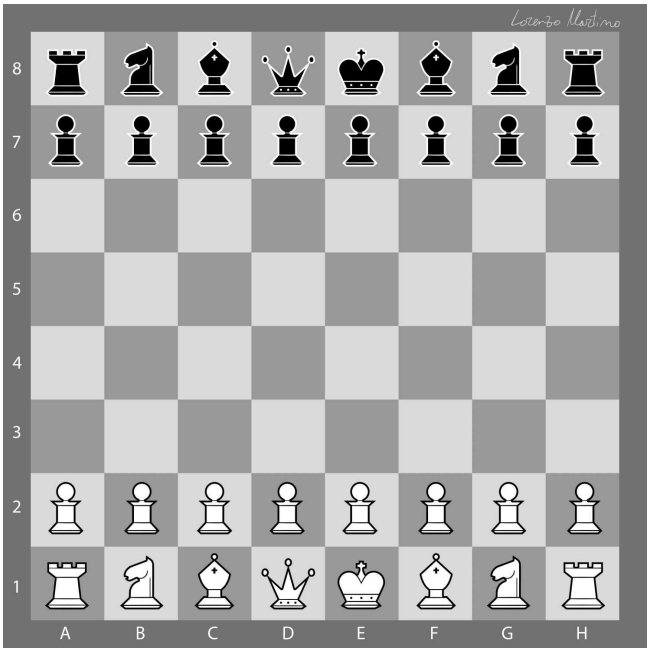
  Checkmate
- ep

  En passant
- O-O

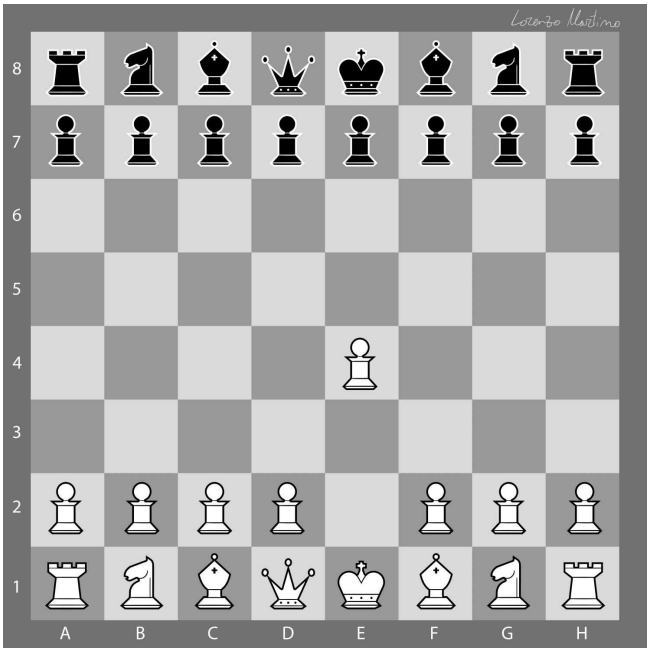
  Castling on the King's side
- O-O-O

  Castling on the Queen's side

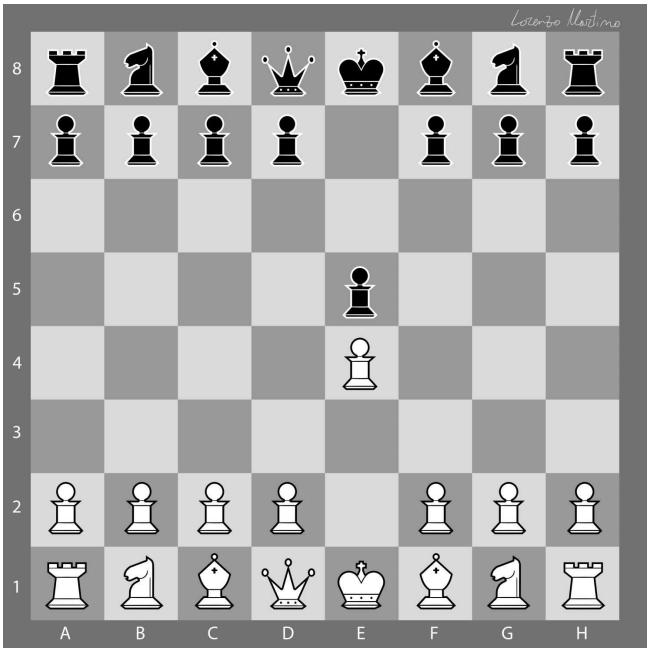
To outline, here is a picture of a chessboard at startup with the corresponding letter names for the sections and rank numbers for the lines:



White currently moves the Pawn to the e4 square:

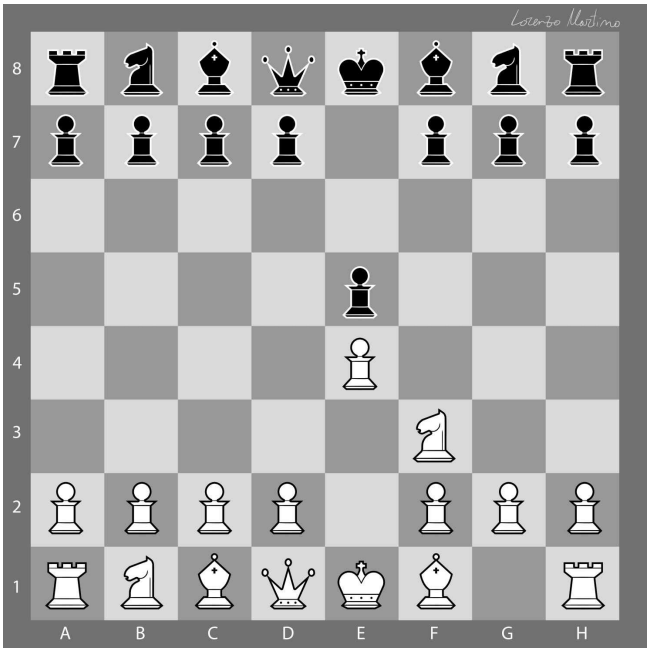


The move is recorded as e4. Presently, take a look as Black reacts by moving a Pawn to e5:

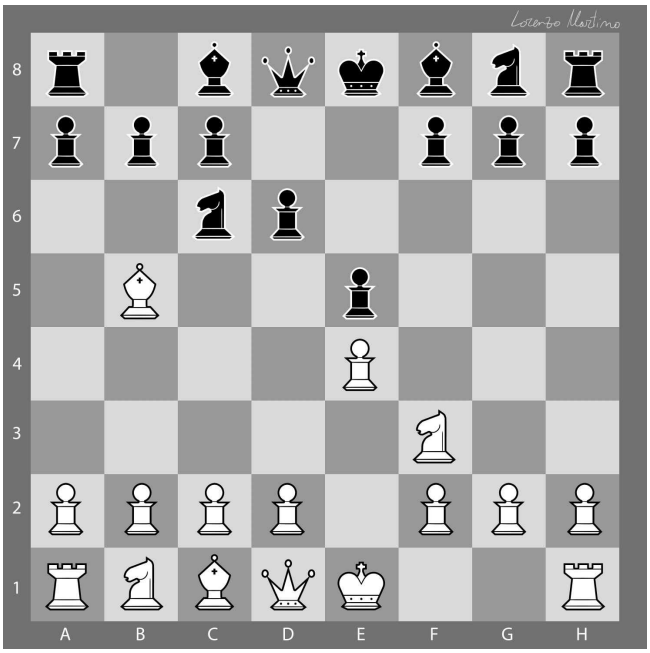


The underlying moves by the two players will be recorded as 1. e4 e5

White at that point moves the kingside Knight to f3:



In the following graph, the Bishop is about prepared to catch the Knight on c6. The catch will be recorded as Bxc6+ since it will likewise bring about a check to black's King.



Conclusion

First and foremost, chess is a game where there are two players: one with the black pieces (the player who moves first) and one with the white pieces. The final objective of each player is to capture the opponent's "king", by moving their own king into that square on the board. If they move their opponent's king, they have won (they may not move another piece onto that spot).

After those two principles, it becomes a matter of following basic chess rules, which include victory going to the person who has captured more pieces, or if at any point your opponent cannot make a legal move because all of his/her pieces have been captured. The victory also goes to the person who has checkmated their opponent, (where their king is in check and cannot escape) or if both players simultaneously agree that the game has reached a stalemate (where neither player needs to move).

Although chess is a competitive war game, it can be incorporated into many different settings to teach peace. Many schools use chess to help teach cooperation and piece with peer problems. It also helps improve reading, writing, math, logical thinking, and problem-solving skills. It helps children learn how to make rational decisions which sometimes involves sacrificing one piece for another or not capturing a piece that could get you closer to your ultimate goal of capturing your opponent’s king. In many schools, the game is also used to develop children's social skills.

The game of Chess is a brilliant method to keep up your readiness.

In reality, during a game of chess, a few boundaries are to be thought of, the player is brought to develop numerous characteristics, for example, tolerance, remembrance, rationale, focus, and tranquility.

Chess additionally develops the delight of living among seniors; this brilliant occupation permits us to conquer the fascism of fatigue and melancholy. The game likewise refreshes the desire for rivalry among seniors and along these lines expands confidence.

Regardless of how new you are to chess, realize that it is never past the point where it is possible to learn. Increment your friend network by joining a Chess club. Keep up your mind and memory while playing Chess.

This game consequently positively affects the principal elements of the mind, simultaneously as it permits the older to keep a social bond and to fulfill their pleasure of the game.

The game can also be utilized as a memory workshop to forestall Alzheimer's infection.

This game altogether improves the capacity to find oneself in space, which is valuable, it permits steering practices on the chessboard with concrete spatial references (up, down, right, left, previously, after, and so forth) these proposed practices are especially helpful for more established individuals who are experiencing issues overseeing space.

The utilization of a pendulum can likewise permit the tracking as expected.

Also, this game takes into account memory organizing works out, practices that help build up the capacity to work from discrete components, putting together them, masterminding them, and gathering them.

All the more essentially, this game additionally permits normal mental computation works out, each piece relating to various focuses (the Pawn is worth one point, the Knight and the Bishop 3 focuses, the Rook 5 focuses and the Queen 9 focuses), which can give basic number-crunching activities to the old.

This game makes it conceivable to acquire presence of mind, consistency to recognize the chain of specific realities or occasions.

Contentiousness is additionally a crucial part of the training. The game of chess can accordingly assist with recovering the imperative energy that some old individuals need, particularly in the event that they live in an establishment.

Chess improves vivacity and receptiveness; they permit a rapprochement and an exit from the disengagement of the old, segregation which, as we have seen above, was one of the adversaries of memory.

Glossary of Terms

1. Absolute pin. When a piece cannot move because the king would be placed in check.
2. Alekhine's defense. A chess opening with a position typically occurring after 1.e4 nf6 2.e5 nd5 3.c4 nb6 4.d4 d6.
3. Asymmetrical pawn structure. A pawn structure where the pawns are not symmetrical, where one player has a pawn on a file where the opponent does not.
4. Attacker. A piece that attacks an opposing piece.
5. Back rank. Another name for the first rank, the rank closest to the player behind the pawns in the game's starting position.
6. Back rank mate. Checkmate occurs when the king is attacked on the back rank by a queen or rook and his escape is blocked by his own pawns.
7. Backward pawn. A typically weak base pawn on a half-open file that may be easily attacked by the opponent's pieces, especially the rooks.
8. Bad bishop. A weak bishop is usually blocked by his own pawns that is a permanent disadvantage.
9. Base pawn. The pawn in a pawn chain that is closest to the player and has no pawn to protect it.
10. Bishop pair. The advantage of having both bishops typically against a bishop and knight and two knights; worth about half a pawn.
11. Blitz. A rapidly played game where each player typically gets five minutes to complete all his moves or lose on time.
12. Blumenfeld's rule. Writing the move down on a score sheet before playing it so that you can double-check the move first, in an attempt to avoid making an obvious blunder.

13. Candidate moves. Reasonable moves that make sense without calculation, a player's main choices for his move.
14. Capture. When a piece advances to a square where an opposing piece is resting and takes the opposing piece from the board, it is referred to as capturing.
15. Castling. A special move that usually occurs in the opening, getting the king out of the center and developing the rook, and the only time a player can move two pieces in one turn.
16. Center. The middle of the board includes the squares e4, e5, d4, and d5.
17. Centralizing the king. Strategically moving the king toward the center of the board where he can join the battle, typically occurring in the endgame.
18. Closed pawn structures. A position with pawns blocking the movement of the pieces.
19. Combination a series of moves that are played in an exact sequence to gain an advantage
20. Counterattack. An attack mounted by the player who is defending
21. Cutting off the king. A barrier created by a rook or queen up a file or across a rank where the opponent's king cannot move across because he would be moving into check.
22. Dark-squared bishop. A bishop that moves on the dark-colored squares
23. Defender. A piece that defends one of its own pieces
24. Deflection. A tactic where the defender is chased away from protecting a critical square.
25. Developing a piece (also called development) when a piece (knight, bishop, rook, or queen) moves off its starting square to a better square,

increasing its power.

26. Discovered attack. Moving a piece and attacking an opponent's piece with a bishop, rook, or queen hiding behind the piece that moved.
27. Discovered check. Moving a piece and checking the opponent's king with a bishop, rook, or queen hiding behind the piece that moved.
28. Double attack. A discovered attack where the moving piece also attacks an opponent's piece.
29. Double-check. A discovered check where the moving piece also checks the king.
30. Doubled isolated pawns. Two pawns lined up vertically on the same file with no pawn on a file next to them that can protect them.
31. Doubled pawns. Two pawns lined up vertically on the same file that has a pawn on a file next to them that can provide protection.
32. Draw. A chess game ending in a tie.
33. Endgame. The part of the game when only a few pieces are still on the board.
34. Passed pawn ("En passant" in French) is a special pawn capture that exists for only one move and occurs when a pawn on the fifth rank captures an opposing pawn on an adjacent file that advanced two squares forward as if it only moved one square forward.
35. Emprise ("intake" in French) refers to a piece that can be captured.
36. Exchange. An equal trade of pieces in terms of material.
37. Exchange sacrifice. To voluntarily trade a rook for a bishop or a knight, also known as giving up the exchange.
38. Gaining a tempo. Gaining a move.
39. Grabbing pawns. A risky way to win pawns, since the opponent may gain piece activity.
40. Fianchetto. Developing a bishop to the square directly in front of

where a knight starts the game where the bishop is on the longest possible diagonal on the board and can attack two of the center squares of its color.

41. Files. Columns on the chessboard identified by a letter from a to h.
42. Forcing moves. A series of moves (usually checks) force a response from the opponent, keeping him from carrying out his plan.
43. Fork. A common tactic occurs when a piece attacks two or more pieces at once.
44. Half-open file. A file where one player has a pawn and the other player does not have a pawn.
45. Hole. A weak square that cannot be attacked by a pawn, ideal for an opponent to occupy with a piece.
46. Initiative. Having the attack and being able to dictate the direction of the game.
47. Insufficient mating material. When a player does not have enough material left on the board to force a checkmate.
48. Isolated passed pawn. A pawn that has the weakness of being isolated but the strength of being passed.
49. Isolated pawn. A weak pawn that has no pawn on a file next to it.
50. Interpose. To block or put in between.
51. Kingside. The files of the chessboard running from the outer edge to the starting position of the King.
52. Kingside majority. Having more pawns on the kingside than the opponent.
53. King’s Indian defense. A chess opening with the position typically occurring after 1.d4 nf6 2.c4 g6 3.nc3 bg7 4.e4 d6.
54. Lever. The square where a pawn can capture the opponent’s pawn to open up the position.

55. Light-squared bishop. A bishop that moves on the light-colored squares.
56. Losing a tempo. Losing a move.
57. The mainline. A common sequence of opening moves where both players are playing correctly and the position is fairly even.
58. Major pieces. Rooks and queens.
59. Material. The amount of the values of the pieces.
60. Mating material. Having enough material to force checkmate.
61. Mating net. When the king’s flight squares are eliminated, making checkmate possible.
62. Middlegame. The middle part of the game after the pieces have been developed, usually beginning around move ten and lasting until only a few pieces remain on the board.
63. Minor pieces. Knights and bishops.
64. Minority attack. An attack by several pawns against a larger group of pawns with the idea of weakening the larger group of pawns and opening up lines of attack.
65. Mobile pawns that are not blocked and can move up the board quickly and easily.
66. Mobility. See piece activity.
67. Open file. A file not blocked by any pawns.
68. Open pawn structures. A position with no pawns blocking the free movement of the pieces.
69. Opening. It's about the first 10 moves of the game when most of the pieces are developed and the king's castle.
70. Opposite-colored bishops. A situation when each player has one bishop remaining on the board, with each bishop traveling on different colored squares where they cannot attack each other.

71. Opposite side castling. When one player castles on the kingside and the other player castles on the queenside.
72. Outpost. A strong square, usually in the opponent's territory, where a piece (usually a knight) can be safe, protected by a pawn, and cannot be attacked by an enemy pawn.
73. Outside passed pawn. The passed pawn furthest away from the other pawns where the main battle will take place.
74. Overworked piece. A piece that has to protect two pieces (or squares) at the same time often can be taken advantage of tactically.
75. Passed pawn. A pawn that can move all the way up the board to its promotion square without being blocked or captured by an enemy pawn.
76. Passive. Holding back
77. Pawn arrow. A line from the player's side of the board toward his opponent's side of the board of a pawn chain that is locked up on two or more files. Pawn arrows point in the direction where the player has more space and generally wants to attack.
78. Pawn chain. Pawns on files next to each other that are connected in a diagonal line, so they protect each other.
79. Perpetual check. The most common type of threefold repetition, when the player who is usually losing the game forces a position where he can check the other king back and forth forever.
80. Petroff's defense. A chess opening with a position arising after 1.e4 e5 2.nf3 nf6.
81. Piece activity. Having pieces on good squares where they can move freely.
82. Pin when a long-range piece (queen, rook, or bishop) attacks an opponent's piece that is shielding another piece of greater value.
83. Process of elimination. In a decision-making process where to find the

best move, you eliminate legal moves that you determine are clearly not the best move.

84. Promotion or promoting a pawn. When a pawn gets across the board to the eighth rank and turns into another piece, usually a queen.

85. Protected. When a piece is defended by another piece, usually making it a bad idea for the opponent to capture it.

86. Protected passed pawn. A passed pawn that is guarded by another friendly pawn.

87. Queenside. The files of the chessboard running from the outer edge to the starting position of the queen.

88. Queenside majority. Having more pawns on the queenside than the opponent.

89. Ranks. The chess name for rows that run horizontally across a chessboard.

90. Resign. A way to lose a chess game, typically signified by tipping over one's king, in a hopeless position.

91. Rook lift. Moving a rook forward, usually to the third rank, and then in front of pawns on the second rank, where it can attack a file into the opponent's territory.

92. Ruy Lopez. A chess opening with a position arising after 1.e4 e5 2.nf3 nc6 3.bb5.

93. Sacrifice. Giving up material in order to gain some other type of advantage or checkmate.

94. Sicilian defense. A chess opening with a position arising after 1.e4 c5.

95. Skewer. A type of tactic like a pin, but where the more valuable piece is in front of the less valuable piece.

96. Space. An element of chess, related to piece activity, referring to the number of squares controlled by each of the players.

97. Square of the pawn. An imaginary square the defending king must get into in order to win the race to the promotion square against an enemy pawn.
98. Stalemate. A type of draw where the player to move has no legal moves.
99. Stonewall Dutch defense. A chess opening with a position typically occurring after 1.d4 f5 2.c4 e6 3.g3 d5 4.bg2 c6.
100. Symmetrical pawn structure. A pawn structure where on each file that White has a pawn, Black has a pawn opposite him.
101. Tactics. Immediate threats and attacks make up the battles between pieces.
102. Threefold repetition. A type of drawing that occurs when the same identical position repeats three different times.
103. Tempo. A single move, relating to time.
104. Threat. An aggressive move that attacks an opposing piece.
105. Tripled isolated pawns. Three pawns lined up vertically on the same file with no pawn on a file next to them to provide protection.
106. Tripled pawns. Three pawns lined up vertically on the same file with a pawn on a file next to them that can provide protection.
107. Uncastled king. A king that has not castled and is usually in the middle of the board.
108. Variation. A logical sequence of moves different from the mainline.
109. Zugzwang. A German word meaning “compulsion to move.” Usually occurring in the endgame when there are fewer available moves, a player is “in zugzwang” when each one of his moves (actual or hypothetical), makes his position worse, and every possible move makes his position worse. It is when a player would prefer to pass his move to his opponent if he could.

110. 7th rank. The rank on the opponent’s side of the board where his pawns begin the game.

111. 8th rank. The rank furthest away from the player, where his pawns promote.

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